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ISSUE 139
JUNE 93

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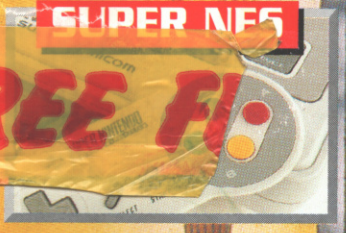

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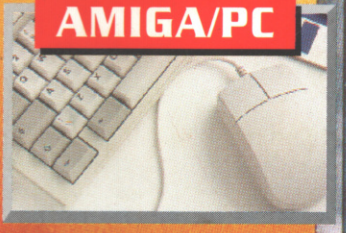

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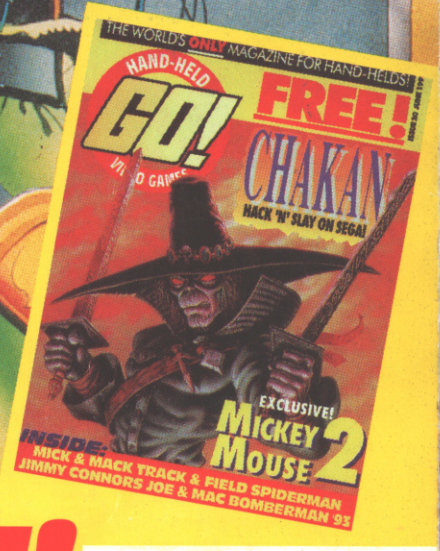

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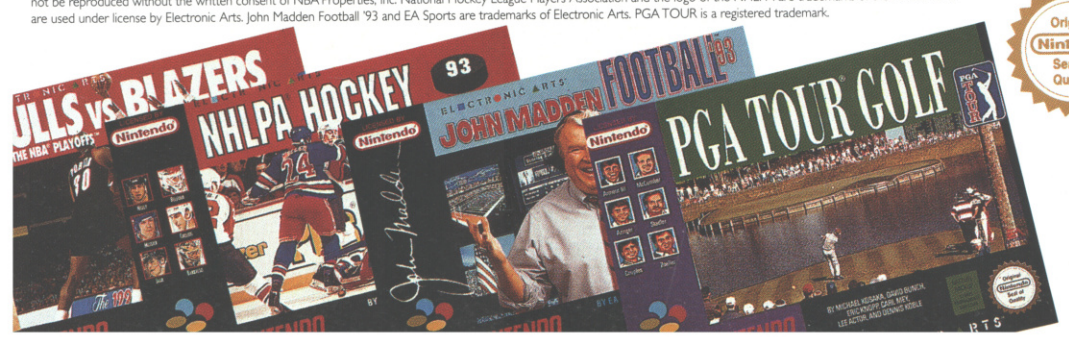

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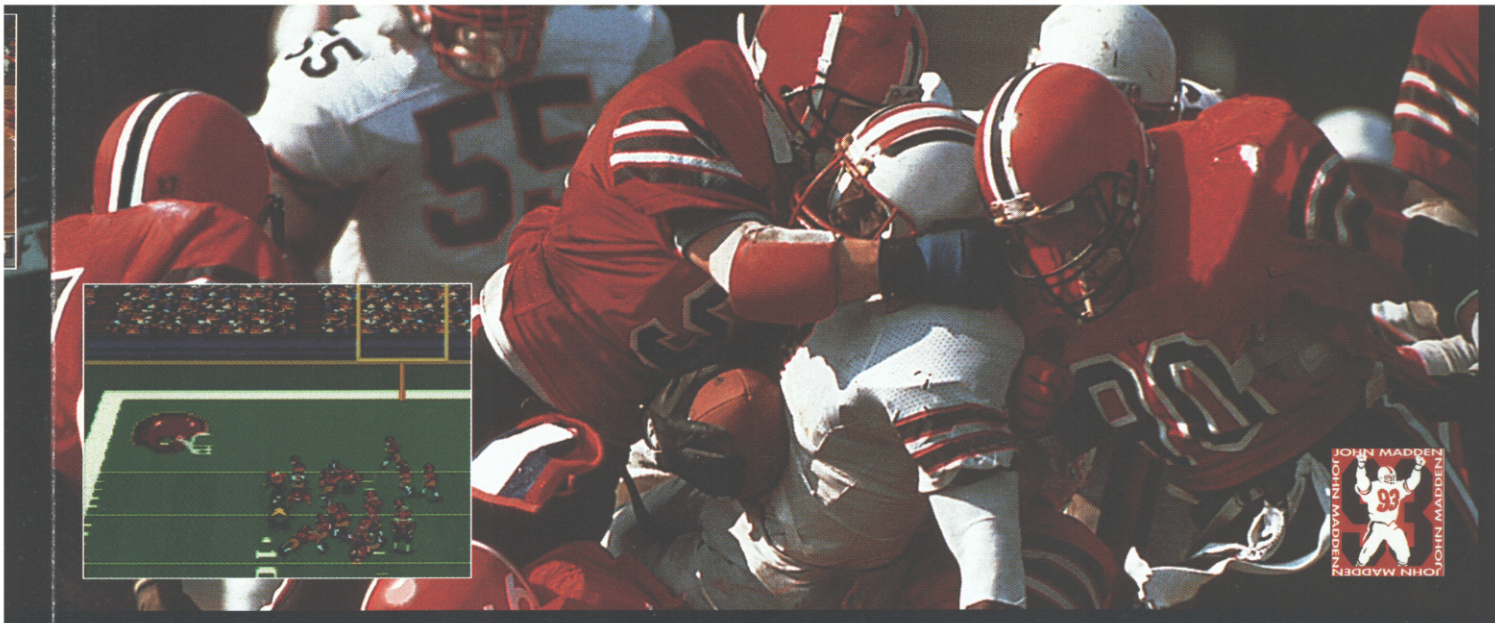

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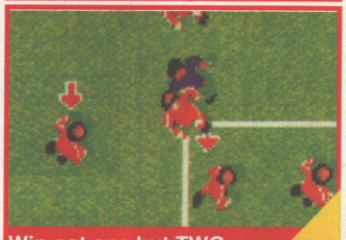

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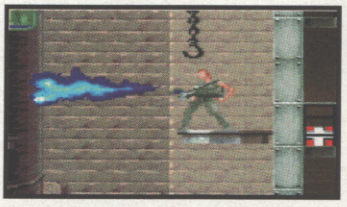

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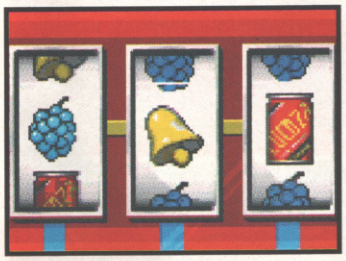

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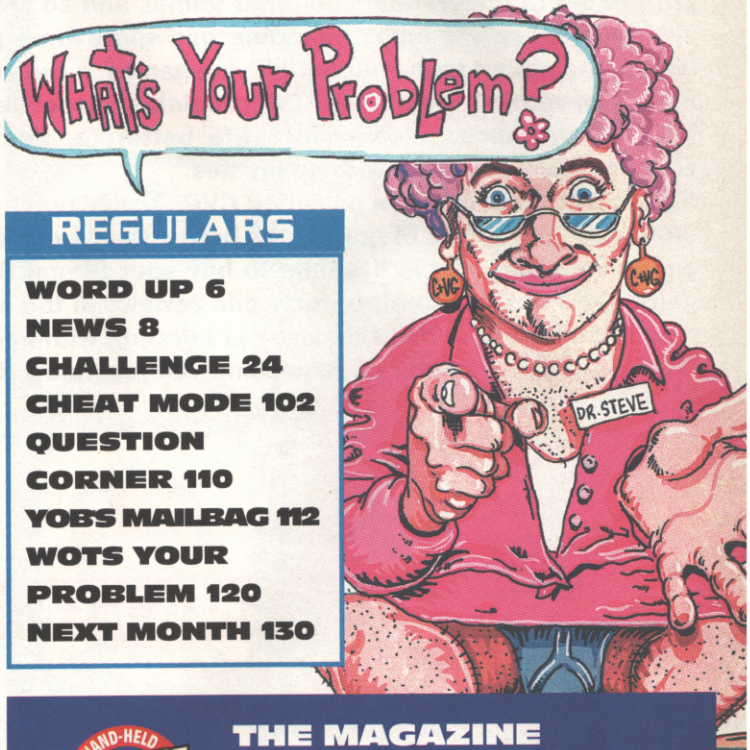

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HAND-HELD GO! VIDEO GAMES

THE MAGAZINE IN THE MIDDLE!

Believe it or not, GO! is STILL the only dedicated multi-format hand-held magazine to be found anywhere in the world! And it's STILL free! And it's STILL brilliant! Even we can't figure out how we do it!

WORD UP WITH GARTH

Are you a saddy? 'Course not – there are no sad people in the world of computer games (except some of the people who still own a Spectrum or a Vic 20). So why do we keep getting attacked by the newspapers, consumer watchdog groups, Tory MP's and the like? Well, I can now exclusively reveal to you the reason. It's becuase they're all crumbly old bum burps who are too old to understand computer games and so are currently cacking themselves because we enjoy spending our spare time playing games. The next time some old git tells you that playing games is the scourge of kids today, why don't you remind them about the problems associated with the older generation – lung cancer, alcoholism, wife battering, being extremely boring and wearing really sad suits with pukey ties.

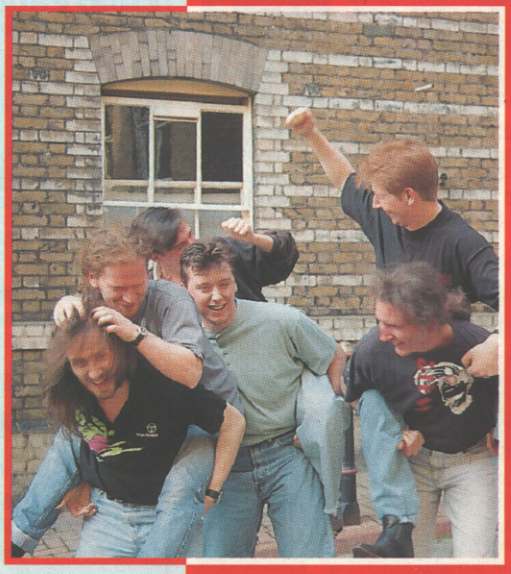
And so onto this month's pulsating CVG. The biggest game this month just has be Final Fight on the MegaCD. It's hotter than a deckchair attendant on Venus and means that now is the time to buy your MegaCD so you can slot in a top game. Add to that the other forty odd reviews in the magazine, the second tips bookle and the fact that this issue is bursting with up-to-the-minute news from the (non-crumbly) world of games and you just know that you can't lose!

See yah

GARTH

CVG CREW NEWS...

CVG CREW IN XENOBOT KICKABOUT MALARKY!



Oh dear! We thought that we'd proved that computer games didn't numb the intelligence of the average gamesplayer, the CVG boys managed to go out and show themsleves out to be very sad men. The boys suddenly decided that it was too nice a day to stay indoors playing with their top-notch computer games so they decided to play computer games outside instead! Garthy, Rand, Mr Whitta, Anglin, Steve and Jon all piled out onto the street to find that there were no electrical sockets for them to plug their consoles into. Garth then made one of his stranger editorial decisions "We don't need computers to play games! We made our own entertainment in my day!"

"Huh?" said Whitta, "He's finally gone senile."

"Let's play Xenobots, 'cos it's brill man" said Keeny.

So here they are. Siz terminally sad men trying to play Xenobots without the aid of a computer. A spokesman for grown-ups (Lord EMAP) said of the CVG crew, "Thish shurely shows the harm of playing games without computers for the mentally disadvataged." Lord EMAP is 82.

Chris and Violet stare on in bewilderment at the incredible gaming talents.

Garth takes the lead - Hurrah! We can't believe it either!

UK SEGA GAMES CHAMPIONSHIPS

Invitations for top notch events pour into the CVG office faster than Princess Di runs into MacDonald's with a book of Luncheon Vouchers! But few bashes are as prestigious as the recent 1993 Sega Championships. The incredible event was held at the Williams Formula One Team Headquarters, where 16 teenagers, whittled down from 3000, fought it out on a variety of games for the title of 1993 Sega UK Champion!

The event was hosted by The Big Breakfast's top geezer Chris Evans and Bad Influence's vivacious Violet Berlin, with a special appearance from the William's team Formula One racer Damon Hill, who was helicoptered in especially for the event. The 18 and under category was won by Karl Roberts, from Port Talbot, and the 12 and under title was snatched by Alan Son, from Chelmsford Essex. The guys also stalked off with a VIP pass to Donington, a Mega CD and Damon's signed racing helmet! Our own Ed, Garthy, queued up with 13 other game-hardened computer journos for the special UK Magazine challenge and managed to notch up 9,900,650 on Devil Crash in just over 10 minutes, claiming third place on the winners podium! A great day and a lorra laffs were had by all those invited!!

remember, left and right buttons operate the flippers, Garth!

Sega's giant video wall let the spectators get right up on the action.

Above: Journos start straining their shorts before the big challenge! Right: A few of the challengers and an NMS scruffbag called Rad.

MEET THE CVG CREW:

GARTH

Crumbly editor Garth has been putting in lots more late nights to ensure that CVG was ready and waiting for you when you popped down to the shops to buy it this month, but in-between time he still found the opportunity to get kicked in the chest by a horse and not know how to spell Sonic. What a great guy! (Mr Whitta – you're sacked! -ED)

GAMES OF THE MONTH:

Alien 3 (SNES), Final Fight (Mega-CD)

PAUL

When we asked Paul what he'd been up to this month, he replied "Nowt" and started to swear at us. Actually, this terrible behavoir was because it was a Bank Holiday Monday and he, like the rest of us mugs, were all slaving away on the magazine. We would all much rather have been at home watching the racing and eating big bits of cake. And then eating more big bits of cake.

GAMES OF THE MONTH:

Royal Rumble - WWF2 (SNES), Goal (Amiga)

GARY

Gary wrote something really nice about himself to go here, but the CVG crew feel you should be told how horrible he really is. Gary said goodbye to his mummy and daddy one Saturday morning (he lives with them because he says his mom's dead soft and spoils him rotten), and didn't return home until Monday. In the meantime, Garth had phoned his house and told his mum what Whitta had said. When he got back, he got the thick ear he richly deserved!

GAMES OF THE MONTH:

Super Strike Eagle (SNES), Final Fight (Mega-CD)

JON

Our boy Billington has been heartbroken by CVG's Jenny, our very own pin-up designer and has been indulging in several romantic trips to the seaside with lovely ladies to try to take his mind off her departure. But sadly, it's all been to no avail. He's also been playing cards with some rather unusual forfeits to be payed by the loser and so far he's lost every game.

GAMES OF THE MONTH:

Goal! (Amiga), X-Men (Megadrive)

STEVE

Steve Keen's bit is always the hardest to write, since no-one's ever been able to find out what he gets up to after work. All we know is that he frequently comes in in the morning in the same clothes as the previous night, looks very tired indeed and has CLUB RAVE stamped onto his forehead in ink. And then he spends the whole day asleep at his desk. We'd normally ask Garth to give him a stiff talking to, but he's always asleep as well (although you can't tell because he keeps his eyes open).

GAMES OF THE MONTH:

Night Trap (Mega-CD), Tuff Enuff (SNES)

ANGLIN

Poor old Anglin is still going through that curious age when strange things start sprouting up on his body and he gets all hot and sweaty from time to time. Perhaps this is why, after reading newspaper reports that Sega's Night Trap was pornographic and disgusting, he locked himself in the games room with the disks for the entire afternoon. The sooner his hormones sort themselves out the better.

GAMES OF THE MONTH:

Night Trap (Mega-CD), Night Trap (Mega-CD)

STEVE

Steve's the important one who makes all the top decisions and is so powerful he can even tell Garth what to do! He's so far resisted the temptation to use this power to make Garth jump in front of a speeding train, but we reckon it's only a matter of time. Apart from that, Steve has spent the month mucking in with the rest of us lads, and even came in over the Bank Holiday to make sure everyone knew what they were doing. Which is more than our ugly publisher did.

GAMES OF THE MONTH:

X-Men (Megadrive), Superfrog (Amiga)

NEWS

VIOLENT game for '93 smash... CONSOLE games on satellite link... NUTTY boy fun...STAR Trek man writes game....

MORTAL KOMBAT HAS ARRIVED!

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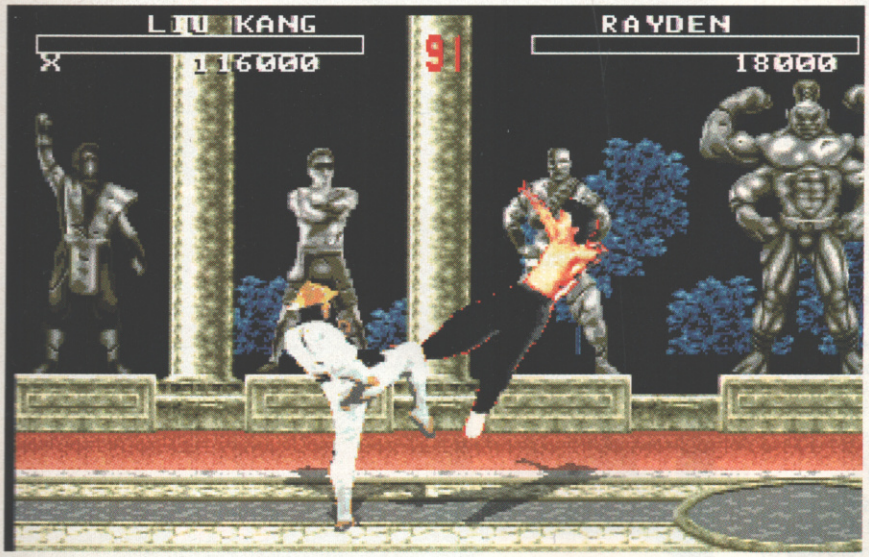
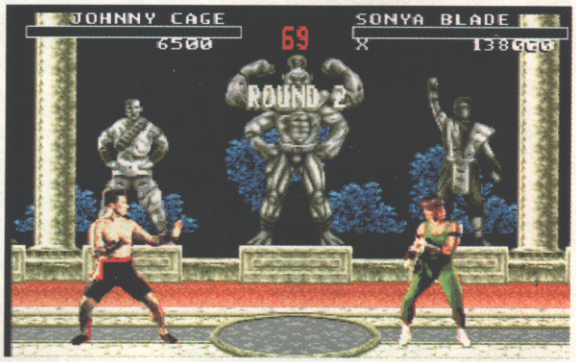
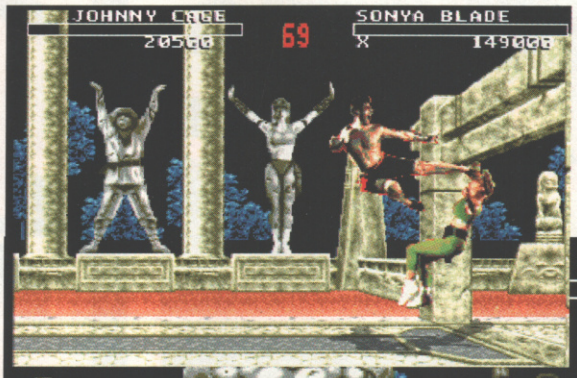


Liu Kang and Rayden come to blows in the Megadrive version of Mortal Kombat - with Rayden on the receiving end.

These are the first pictures of the game that's being hailed as the biggest blockbuster of 1993 — Acclaim's Mortal Kombat.

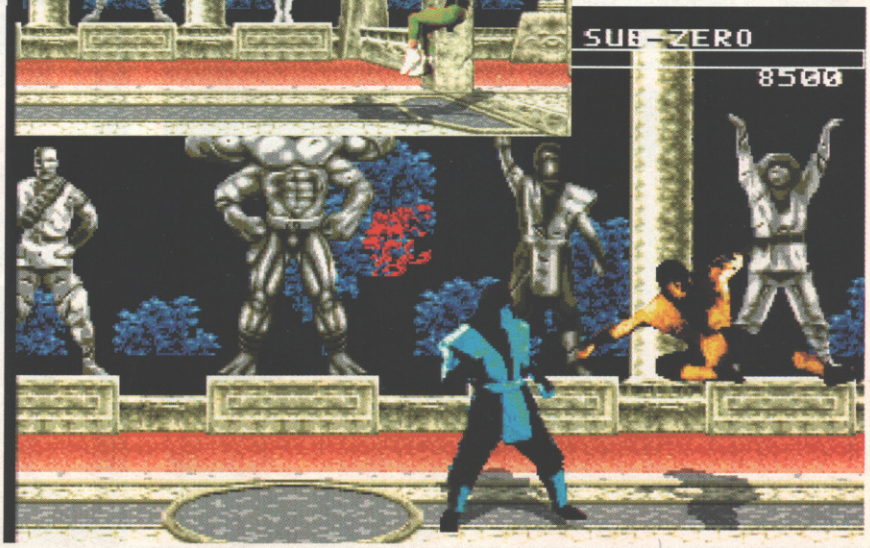


Johnny Cage and the very-hard-indeed Sonya Blade step up to battle!



Left: Mortal Kombat features some of the best animation we've ever seen on a Megadrive - and it's not even finished yet!

Below: See what happens when two people go to a party wearing the same clothes?



The Williams coin-op has scenes of fighting that are more life-like than a battle in Bosnia. It's one of the biggest ever arcade smashes and could top Street Fighter II! Love it or hate it — there's no arguing with its success, and Acclaim reckon that it'll be even bigger at home! The game's unusual name comes from the fighters' amazingly sick "finishing-off" techniques that make Street Fighter II look wimpy — they actually KILL their victims, and in one yucky scene a fighter's spinal cord is ripped out of his body! THESE shots are from the Megadrive version — and even though the game's still not quite finished it looks stunning, almost indistinguishable from the coin-op! All versions of the game are due out in August — look out next month for a full report on one of the Summer's hottest titles!

ROCKIN' ALL OVER THE WORLD

Most versions of the game are being developed here in the UK by Probe Software, the team behind Alien 3 and The Terminator. Probe is handling the Sega Megadrive, Mega-CD, Game Gear, Game Boy, Amiga and PC versions, while the other Nintendo formats are being done in the US by Sculptured Software (the team behind WWF Royal Rumble).

PAD-TASTIC!

● QUICK SHOT ● 081 365 1993 ●

After last month's scintillating news about joypads, you'll no doubt be besides yourself with excitement at the revelation that Quickshot is releasing EVEN MORE Megadrive joypads

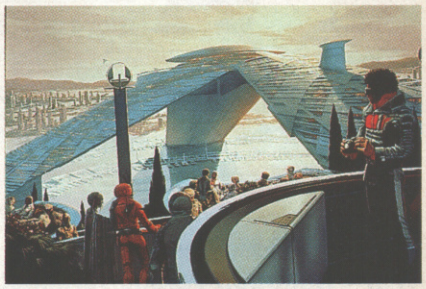
The two new models soon to be setting light to shop shelves all across the country are the interestingly-named Starfighter 3B and Invader 3. At £14.99 the Invader is the big one with all the extra buttons (autofire, slomo etc), and the Starfighter is the cheaper (£9.99) more bog-standard model. So, if your joypad breaks or you fancy a change, go and buy one, or something. Sorry, but it's very difficult to get very excited about this sort of thing.

DREAM ON

● CYBERDREAMS ● 071 326 3267 ●

Off-the-wall American softco Cyberdreams has got an wacky game in the pipeline — and like Darkseed before it, there's a top name from the world of science fiction attached to it.

While Alien creator HR Giger produced the bizarre graphics for the adventure Darkseed, sci-fi man Syd Mead, who worked on movies like Star Trek, Blade Runner and Tron, is working on CyberRace, a "revolutionary" 3D combat and racing sim set in the far future. It's expected to be very Wing Commader-ish, with lots of ray-traced graphics and cinematic sequences. The PC version is due out in the next couple of months, quickly followed by the Amiga, and after that Cyberdreams is going to get ever weirder, with a game called No Mouth written by loony horror novelist Harlan Ellison. And what's more, the UK office of Cyberdreams has just been taken over by Mark Scriven, who used to work here at EMAP, so he'll no doubt be seeing us right with exclusives and stuff. Isn't that right, Mark?



SEGA AND NINTENDO IN OUTER SPACE!

Console giants Sega and Nintendo BOTH plan to beam down games via satellites, according to the software industry's trade newspaper, CTW.

Next year, using new add-ons from both companies, Super NES and Megadrive owners will be able to plug their consoles into the cable TV network. It'll be a pay service only available to registered subscribers, with the ability to "try before you buy" and play international multi-user games!

QUICK NOTES

- **•STARWING** (formally known as Starfox) finally has an official UK release date and price. The revolutionary Super FX game will cost £49.99 and arrive on software shelves on Saturday, June 5th. So now you know...
- **•MUSIC** Maestro Allister Brimble, whose cool Amiga soundtracks can be heard on all of Team 17's games and the forthcoming Goal! has released an audio CD comprising 11 of his synthesizer compositions. Music from Assassin and Project-X is included on the CD, called Sounds Digital, which is available on mail order for £10.99. The address to write to is CD Offer, Hill House, Lapford, Crediton, Devon EX17 6QE...
- **•WOULD YOU** Adam and Eve it? Psygnosis has just become the first ever software company to receive The Queen's Award for Export. Having flogged big bundles of games abroad, the firm's efforts have been recognised by Her Majesty herself. Perhaps she's a big Lemmings fan...
- **•IF YOU'VE** already read the story on Sega Striker, you'll also be interested to hear this little snippet that came our way just before we went to press. Rage Software has just started work on Striker 2, but that's all there is to know at the moment. "It'll be a bit special, that one," says Rage's Paul Finnegan...
- **•A QUICK** correction for you. Last month we stated that Bucky O'Hare on the NES cost £29.99, whereas it is in fact a much more reasonable £24.99. Sorry 'bout that Konami...

IT'S TOTAL MADNESS!

● GREMLIN ● 0742 753423 ●

Here at CVG we're used to hearing about wild and wacky news from the bonkers world of video games, so much so that we like to think that nothing can surprise us — but nothing could prepare us for this. Yes! Suggs, Woody, Bedders, Chas Smash, Chrissy Boy and the other one from pop group Madness will be one-step-beyonding their way onto the Sega Megadrive. Famous Gremlin game stars, including Zool, will be making guest appearances. More from the House of Fun next month...

HMV
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ALL-FORMATS CHART

1. **PGA TOUR GOLF 2** (Megaadrive/EA)
2. **BODY BLOWS** (Amiga/Team 17)
3. **THE CHAOS ENGINE** (Amiga/Renegade)
4. **X-WING** (PC/US Gold)
5. **DESERT STRIKE** (Super NES/EA)
6. **SONIC 2** (Megadrive/Sega)
7. **SUPERFROG** (Amiga/Team 17)
8. **SUPER SWIV** (Super NES/Storm)
9. **B-17 FLYING FORTRESS** (Amiga/Micropose)
10. **LEMMINGS** (Game Boy/Ocean)
11. **LEMMINGS 2** (Amiga/Psygnosis)
12. **STAR WARS** (Game Boy/Ubisoft)
13. **PGA TOUR GOLF** (Super NES/EA)
14. **CRASH DUMMIES** (Game Boy/Acclaim)
15. **LEMMINGS** (Megadrive/Sunsoft)
16. **STREETS OF RAGE 2** (Megadrive/Sega)
17. **LEMMINGS 2** (PC/Psygnosis)
18. **SUPER GHOULS 'N' GHOSTS** (Super NES/Capcom)
19. **TINY TOONS** (Super NES/Konami)
20. **NIGEL MANSELL'S WORLD CHAMPIONSHIP** (PC/Gremlin)

NEWS

ROBOCOP and the TERMINATOR come face to face on consoles this Christmas... the AQUATIC GAMES are on their way to the SNES soon... hot gossip from the COOL SPOT launch, and WHITTA is back with more trivia!

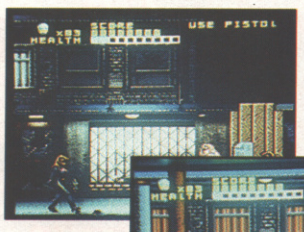
THIS TIME IT'S WAR!

● INTERPLAY ● 0865 390029 ●

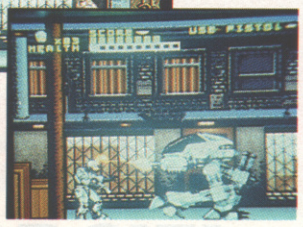
TWO companies have picked up one of the biggest licences of the year – RoboCop Versus Terminator!

Virgin Games will produce the Sega conversions of the famous comic book, while Interplay is producing the Nintendo versions — all the games should appear before the end of the year, with Interplay confident that their game will be number one smash come Christmas time!

Interplay's SNES version, on show at ECTS, is a side-on arcade, blasty-type thing featuring all of your favourite characters and scenes from both RoboCop AND Terminator movies! Keep 'em peeled for info.



Cutting a swathe of mayhem through the streets of Old Detroit!



All your favourite movie characters are in the game!

(S)CRAP OF THE YEAR

We couldn't wait for Interplay's game to come out to find out who's the hardest out of RoboCop and The Terminator, so we went next door to the City Pride for a few glasses of Tizer to and find just WHO would win in a Robo vs Arnie rumble! Here are our exclusive big fight verdicts...

GARTH: "RoboCop would obviously win because he's got a gun built into his leg, while The Terminator hasn't even got any clothes on half the time!"

WHITTA: "The Terminator would win easily because he's ROCK hard, and RoboCop gets duffed up all the time. And he's got stupid lips. Wait a mo...what am I talking about?"

ANGLIN: "I don't know what you're talking about because both films have 18 certificates so I'm not old enough to

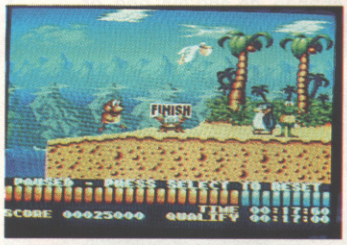
RAND: "Who's round is it? It's not mine."

STEVE: "Hadn't we better get back and write some more of the magazine?"

PONDLIFE ON SNES

● INTERPLAY ● 0865 390029 ●

The latest exploits of international spy (and fish) James Pond are currently being converted to Super Nintendo by Storm. Already a big hit on Amiga and Megadrive, The Aquatic Games will surface on SNES under the new name of James Pond's Crazy Sports. Events like the 100m Splash, Leap Frog and Kipper Watching will be on your screens in September, but in the meantime here's a screenshot.



Piscine pursuits await players in James Pond's Crazy Sports.

WHITTA'S WORLD

***DOH!** TV "presenter" Andi Peters made a gaffe on Going Live's Game Talk section recently when he told viewers that the show's competition prize of a Sega Mega CD wouldn't be released in the UK until October, when they were in fact already in the shops! What a wally.*

IT'S COOL, MAN!

It's one to watch in '93, so Virgin Games is REALLY pushing the boat out for its new Megadrive game, Cool Spot. Not only have they enlisted rising pop group The Chosen Ones to promote the game, but they also spent rather a lot of money on free shandy and sherbert at the game's official launch, held at the European Computer Trade Show last month. Free sunglasses (like those worn by Spot in the game) were doled out, and despite Virgin marketing guru Sean "Unfunny" Brennan's deeply offensive jibe about the brilliant Tottenham Hotspur, we thought it was by far the best free booze-up we'd had all day. Which is saying something, believe us.

HMV
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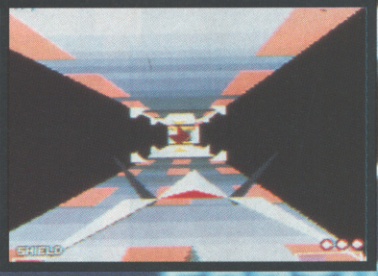
MEGADRIVE CHART

1. **PGA TOUR GOLF 2** (EA)
2. **SONIC 2** (Sega)
3. **LEMMINGS** (Sunsoft)
4. **STREETS OF RAGE** (Sega)
5. **MEGA-LO-MANIA** (Virgin)
6. **REVENGE OF SHINOBI** (Sega)
7. **ROLLING THUNDER 2** (Sega)
8. **GRANDSLAM TENNIS** (Sega)
9. **TEENAGE MUTANT NINJA TURTLES** (Konami)
10. **X-MUTANTS** (Sega)

PLAY STARWING AT COMET. THE HARDEST SOFTWARE YET.



Get your armchair fixed with safety belts.

'Starwing'. The most awesome console game ever is to be launched at Comet on 5th June at just £49.99.

The first of a new generation of 16 bit games.

The first Super Nintendo cartridge to be fitted with the Super FX chip.

The chip allows 3-D graphics which are simply out of this world (literally).

Stereo sound which features real voices.

And, if you think it'll be easy. Think again.

There has never been a better way to die.

But, if the cynics amongst you doubt the hype, try it for yourself in The Gamesmaster Zone.

COMET

GAMESMASTER ZONE

10% off all games software.

Valid till 30th June 1993. (Cannot be used in conjunction with any other offer.)

A themed area where you can play before you pay.

As if 'Starwing' wasn't reason enough to visit Comet, the voucher above will get you 10% off any games software, plus we'll throw in a real discount card valid until 31.8.94.

'Starwing' at Comet. The future is here.

COMET

YOU KNOW WHERE TO COME.

NEWS

STRIKER kicks off on Sega formats... NEW Megadrive and Mega CD unveiled... SEAGAL licence revealed...TOTAL CARNAGE comes to a machine near you, PLUS the ECTS show in all its glory....

SEGA STRIKER!

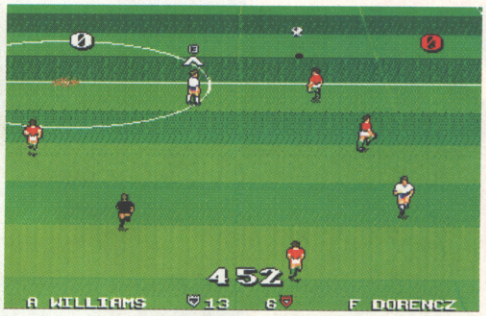
● SEGA ● 071 373 3000 ●

Rage Software's smash hit soccer game Striker will be appearing on all major Sega formats this August — the same time as the much-hyped Super NES version!

Along with Sensible Soccer, Striker was one of last year's two top Amiga footy games. Rage has been busily beavering away on the SNES version (to be released by Elite), but we've been given a sneak preview of Sega's Megadrive version (also by Rage), and, by crikey, it's looking even better!

As expected, the Master System and Game Gear versions are almost identical to one another, using a Kick Off-style birds-eye view rather than the trickier 3D perspective seen in the 16-bit versions. But all the main features are in there, and Game Gear owners will be able to link together for two-player games.

Set for release on all three formats on August 2nd, we can't wait to find out is which version will play better — Megadrive or Super NES!

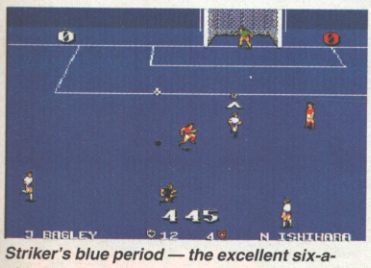


Top action in Megadrive Striker — oops, sorry, we mean Ultimate Soccer.

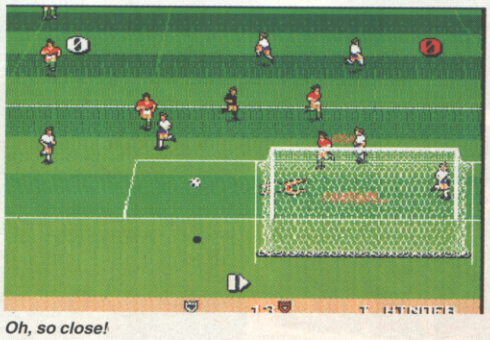
It's a goooaaal!
Or at least, it will be in a minute.

NAME CHANGE

The Sega versions have had a name change and are now called Ultimate Soccer, but apart from that it's the same game that Striker fans love, with plenty of new features. Up to EIGHT people can play simultaneously, thanks to the new 4-player joypad adaptors to be released soon. There's also a new Penalty Shootout mode and the indoor six-a-side game.



Striker's blue period — the excellent six-a-side indoor game.



Oh, so close!

HARD TO KONVERT

● TECMAGIK ● 071 243 2878 ●

Tecmagik has added a new star name to its list of licences — joining Andre Agassi in the company's line-up is action film megastar Steven Seagal, who will be appearing in a Super NES beat'em-up early next year. Live action video footage is being used to create ultra-lifelike animation for the ponytailed hardman. Not only that but Tecmagik has just signed a big deal with Sony, who seem to be buying everything these days. Blimey.

TOTAL CARNAGE!

● ICE ● 0453 756993 ●

ICE Software, best known for its military shoot 'em-up Fireforce, has just snapped up the licence to the Smash TV "sequel", Total Carnage! Although not a direct follow-up to the fabulous Williams coin-op, it uses the same game system but with eight-way scrolling in a rock-hard jungle mercenary-type. This is ICE's first ever coin-op conversion, and the company hopes to be bringing versions to all major console and floppy formats later in the year...

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SUPER NES CHART

1. **DESERT STRIKE** (EA)
2. **SUPER SWIV 2** (Storm)
3. **PGA TOUR GOLF** (Sega)
4. **SUPER GHOULS 'N' GHOSTS** (Capcom)
5. **TINY TOONS** (Konami)
6. **MICKEY'S MAGICAL QUEST** (Nintendo)
7. **PRINCE OF PERSIA** (Konami)
8. **ROAD RUNNERS DEATH VALLEY RALLEY** (Sunsoft)
9. **WORLD CLASS RUGBY** (Imagineer)
10. **ANOTHER WORLD** (Interplay)

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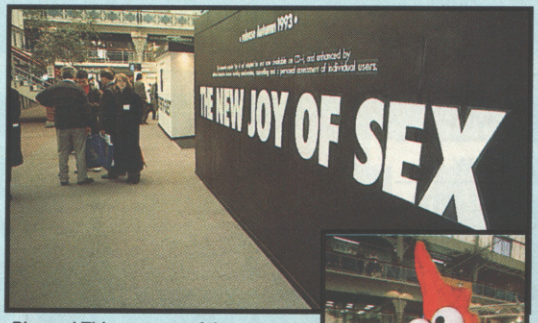
AMIGA CHART

1. **BODY BLOWS** (Team 17)
2. **THE CHAOS ENGINE** (Renegade)
3. **SUPERFROG** (Team 17)
4. **B-17 FLYING FORTRESS** (Micropose)
5. **LEMMINGS 2** (Psygnosis)
6. **CHUCK ROCK 2** (Core Design)
7. **WING COMMANDER** (Origin)
8. **DARKSEED** (Cyberdreams)
9. **SLEEPWALKER** (Ocean)
10. **ZOOL** (Gremlin)

QWHITTA'S WORLD

As Spring gives way to Summer, it's time to say goodbye to another European Computer Trade Show. Us CVG-ites love the show for the latest video games and hardware, because (a) it takes place just around the corner in Islington, (b) all our great software mates buy us lots of free beer and food and (c) it's a trade-only show, so grotty little urchins like you can't get in. Having just returned from three solid days of signing up exclusives and doing top business deals, however, we're far too exhausted to write very much about the show, so we thought we'd let the snaps taken by our roving photographer speak for themselves. Enjoy...



Phwoar! This was one of the more interesting products on display at the show. Rest assured, the CVG boys will be reviewing it as soon as they can get a copy...

Look, here's Alfred Chicken from Mindscape plugging a new game.

The all-star cast just keeps on coming. James Pond always manages to make it to these shows. Watch where you're pointing that thing, pal!

QUICK NOTES

● **DIGITAL** Image Design, the top 3D team behind Epic and RoboCop 3, have just signed a SEVEN FIGURE deal with their long-time publishers Ocean. The deal covers DID's in-development sequels to Epic and F-29 Retaliator and beyond...

● **JOURNALISTS** from rival publishers Future have recently left the company to set up their own software label. Andy Smith and Bob Wade's company is called Asylum, and they hope to be releasing their first product on Amiga very soon and we'll review it for them.

● **GREMLIN** has just signed a deal with big-time licencing company PSL to produce a string of merchandise based on its chart-topping character Zool. So, expect to see no end of posters, greetings cards, cuddly toys and other Zool-esque gimmicks coming your way soon...

● **CODEMASTERS** has finally (and rather sensationally) WON its epic court battle with Nintendo, who have been trying to get the Darling brothers' Game Genie gadget off the shelves for years. The US Supreme Court ruled that Nintendo didn't have a case, so the cartridge for cheats will stay on sale AND the Codies get a walloping load of cash in damages to boot...

QWHITTA'S WORLD

***REPEAT TO FADE** Famous reviewing cliches that CVG has (almost) managed to abolish over the years, but can still be found earning a respectacle living in other magazines.*

1. "They told us it was going to be good, but no-one prepared us for this!"
2. "This game should come with a government health warning!"
3. "it's brilliantly simple and simply brilliant!"
4. No self-respecting gamer should be without it!"
5. " Excuse me now, but I'm just off for another go..."
6. "Beg, buy or borrow a copy today!"
7. "It's got that just-one-more-go appeal!"

NEW MEGADRIVE AND CD UNVEILED!

The new look Megadrive 2 and Mega-CD 2, which now bolts onto the side of the console. And look - there's a mouse as well!

Designed to wipe the smile of the faces of rival hardware manufacturers, the Megadrive 2 and new-look Mega CD model will no doubt be well advertised and stocked nationwide. If you're currently thinking of getting a Mega CD you might be advised to take our top-notch advice below.

The Megadrive is dead – long live the Megadrive 2! Sega at long last taken the wraps off the new versions of its flagship console, and these are the first pictures!

Both the Megadrive and the bolt-on Mega-CD machines have been redesigned inside smaller, sexier cases, which means the new machines will be much cheaper when they're launched over here in October. The Megadrive 2 will cost just £75, while the Mega CD will set you back £175 – nearly £100 cheaper than the current model. Technology-wise, the machines remain exactly the same – it's only the outer design that's changed. Nice as they are, the new models could well annoy buyers of the existing Mega-CD unit, which has only been on sale for a month or so at £270. No more Mega-CD "1"s are being produced, in preparation for the new model, so if you're after a CD unit, you might be best advised to wait until October – or pick up an end-of-line bargain as shops try to clear their old stocks.

NEWS

THE SOFTWARE Oscar-winners revealed... two new BIGGIES from Konami... PINBALL DREAMS on the Super NES, and your chance to WIN with Spot the Shot...

AND THE WINNER IS...

Chas Smash and Suggs from Madness present the Going Live viewer's award to some bloke from Sega for Sonic 2.

The games industry once again chose the European Computer Trade Show in London as the place to dole out its own version of the Oscars. The awards were voted for by over 80 games magazines around the world (including CVG), and handed out at London's trendy Limelight club by Bad Influence co-presenter Violet Berlin and nutty pop group Madness. Not wishing to bother you with all the boring "dahling luvvy" speeches, though, we'll just tell you who won what. The real stars of the show were Monkey Island 2 and Alone in the Dark with four awards apiece, but here's the full roll of honour...

BEST SOUNDTRACK: Monkey Island 2 (US Gold)

BEST RPG/ADVENTURE: Monkey Island 2 (US Gold)

BEST GRAPHICS: Alone in the Dark (Infogrames)

BEST SIMULATION: Formula One Grand Prix (Microprose)

LOGIN AWARD: Alone in the Dark (Infogrames)

BEST ACTION GAME: Street Fighter II (Capcom)

ITALIAN GAME OF THE YEAR: Street Fighter II (Capcom)

SPANISH GAME OF THE YEAR: Indiana Jones Fate of Atlantis (US Gold)

FRENCH GAME OF THE YEAR: Alone in the Dark (Infogrames)

GERMAN GAME OF THE YEAR: Monkey Island 2 (US Gold)

GOING LIVE READERS AWARD: Sonic 2 (Sega)

MOST ORIGINAL GAME: Alone in the Dark (Infogrames)

BEST COMPUTER GAME: Indiana Jones and the Fate of Atlantis (US Gold)

BEST HARDWARE: Super Nintendo

OVERALL GAME OF THE YEAR: Street Fighter II (Capcom)

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PC CHART

1. **X-WING** (US Gold)
2. **LEMMINGS 2** (Psygnosis)
3. **NIGEL MANSELL'S WORLD CHAMPIONSHIP** (Gremlin)
4. **ZOOL** (Gremlin)
5. **XENOBOTS** (EA)
6. **ULTIMA 7 PART 2** (Origin)
7. **DOGFIGHT** (Micropose)
8. **HISTORYLINE** (Play Byte)
9. **ULTIMA UNDERWORLD** (Origin)
10. **DUNE 2** (Virgin)

We've just heard that Storm is converting 21st Century's Pinball Dreams (easily the best pinball game on Amiga) to Super NES! The game will remain much the same, but with new features and tables, and it's due out until early 1994...

POP, BOMBS AND ROCKETS

● KONAMI ● 081 429 2446 ●

Bullets, bombs and – pineapples? – in Konami's ultra-cute Pop'n'Twin Bee!

Console-owning Konami fans are in for a little bit of a treat this Summer with a product apiece for Super Nintendo and Megadrive.

The first one is the SNES game, Pop'n'Twinbee, a cutesy vertical shoot'em-up that's already been big in Japan on the Super Famicom. The official UK version is due out soon and is very odd indeed, replacing the usual rock-hard bullets and razor-sharp bits of metal with fluffy clouds, cupcakes and pineapples!

Are we looking at the new console hero for the 90s?

Following that in September is the long-awaited Rocket Knight Adventures featuring Sparkster, a super-powered possum. Out in September, if it's a hit we'll no doubt be hearing more of him.

WIN WITH SPOT THE SHOT!

Here's a bit of fun for you - and the chance to win a game! We discovered that it's quite easy to muck around with screenshots on our expensive equipment Each month we'll be printing a completely duffed-up picture of a famous game and asking YOU to identify it. Send the answer on a postcard or the back of an envelope to SPOT THE SHOT, CVG, Priory Court, 30-32 Farringdon Lane, London EC1R 3AU. (Don't forget to tell us which machine you own).

HMV
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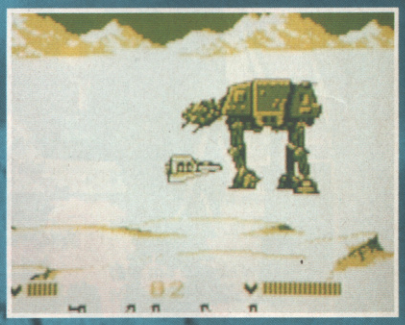
GAME BOY CHART

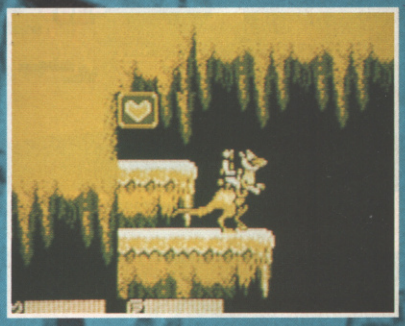
1. **LEMMINGS** (Ocean)
2. **STAR WARS** (UbiSoft)
3. **CRASH DUMMIES** (Acclaim)
4. **ALIEN 3** (Acclaim)
5. **POPULOUS** (Imagineer)
6. **TRACK AND FIELD** (Konami)
7. **LOONY TUNES** (Konami)
8. **SUPER MARIOLAND** (Nintendo)
9. **NEMESIS 2** (Konami)
10. **BATTLE OF PARODIUS** (Konami)

STAR WARS® THE EMPIRE STRIKES BACK

"THE HIGHLIGHT OF THE GAME IS ITS SIZE AND COMPLEXITY — THERE'S JUST SO MUCH TO DO — WHETHER YOU'RE A FAN OF THE MOVIES OR NOT, THIS IS ONE GAME NOT TO MISS" — N-FORCE

"THIS HAS TO BE ONE OF THE MOST CHALLENGING GAMES EVER ON THE GAME BOY" — TOTAL





It is a dark time for the Rebellion. Although the Death Star has been destroyed, Imperial troops have driven Rebel forces from their hidden base and pursued them across the galaxy. Now, on the ice world of Hoth, the rebellion must make a last desperate stand against the overwhelming power of the Empire.

Join Luke Skywalker as he searches the ice caverns of Hoth for Imperial Probe Droids as they attempt to pinpoint the rebel base. Jump inside a snowspeeder and scream into battle against a squadron of Imperial Walkers and then strap yourself into an X-Wing fighter and speed towards Dagobah. Search the jungles for the elusive Jedi Master, Yoda and learn the ways of the Force. Master the Force and you will be ready for the final test — a blazing light saber duel with Darth Vader.

Original Nintendo Seal of Quality

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GAME BOY™

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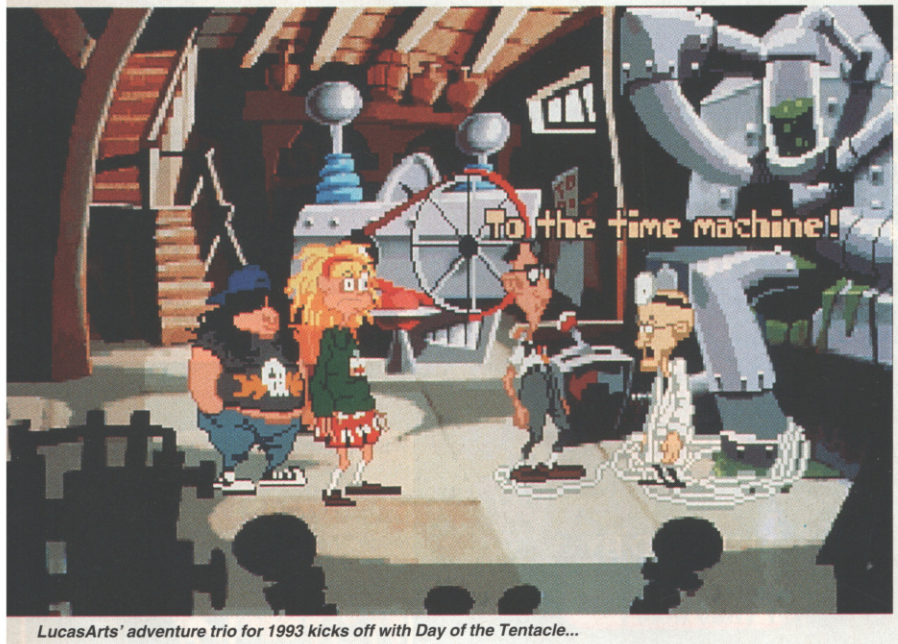
NEWS

LUCASARTS' Autumn line-up includes a game by STEVEN SPIELBERG... plus SUPER EMPIRE STRIKES BACK, the secret lives of ZIG AND ZAG and the latest batch of BARGAINS for all you software skinflints...

SUPER EMPIRE STRIKES BACK — IT'S HERE!

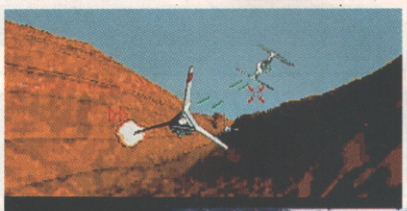
● US GOLD ● 021 625 3388 ●

In-between pumping out class titles like Super Star Wars and the latest Indiana Jones adventure, LucasArts has been working on SIX new games for release this Autumn!



LucasArts' adventure trio for 1993 kicks off with Day of the Tentacle...

Here's the game that's expected to be THE big adventure of the year — Steven Spielberg's The Dig.



Stunning graphics for CD users in Rebel Assault.

It's the one you've all been waiting for — Super Empire Strikes Back!

The line-up includes three more Star Wars games — there's Tie Fighter (the follow-up to the hit X-Wing), Rebel Assault and — yes! — Super Empire Strikes Back!

Tie Fighter for the PC is an action-packed space combat sim, with you playing the bad guys. Rebel Assault is another flight game, but with much more emphasis on action and amazing visuals — only produced for CD formats, with the Mega CD leading the way. Super Empire Strikes Back is, of course, the Super NES follow-up to Super Star Wars, but it's NOT just a conversion of NES Empire — this one comes on a 12Mb cartridge and is 50% bigger than Super Star Wars! Look out for the best Mode 7 effects ever seen!

FINALLY there's Sam and Max Hit the Road, a comic tale about a dog detective and his sidekick rabbit who have to drive across America in search of a missing bigfoot. All the games are due out this Autumn, and we'll be bringing you more news, particularly on those juicy Star Wars titles, real soon...

SPIELBERG WROTE THE GAME

No Lucasfilm line-up would be complete without an adventure, and this Autumn we'll have three new ones on PC. It all starts with Day of the Tentacle: Maniac Mansion 2, to be followed by The Dig, LucasArts' BIG adventure for 1993. Set in 1998, it's all about the crew of a space shuttle sent on a mission to prevent a giant asteroid crashing into the earth — and CVG can EXCLUSIVELY reveal that the game was dreamed up and has been co-written by NONE OTHER THAN STEPHEN SPIELBERG! You're not supposed to know that yet, so keep it to yourselves...

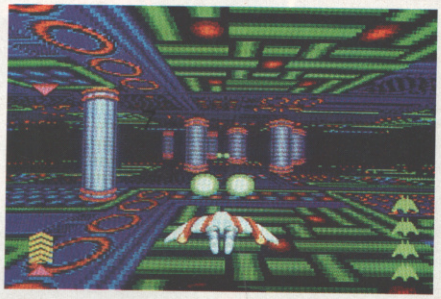
HMV
KNOW HMV • KNOW GAMES

NES CHART

1. MICRO MACHINES
(Codemasters)
2. FANTASTIC ADVENTURE DIZZY
(Codemasters)
3. SUPER SPORTS CHALLENGE
(Codemasters)
4. WWF 2
(Acclaim)
5. LEMMINGS
(Ocean)
6. TEENAGE MUTANT NINJA TURTLES
(Konami)
7. SUPER MARIO BROTHERS 3
(Nintendo)
8. KUNG FU
(Nintendo)
9. SWORDS AND SERPENTS
(Rare)
10. DAYS OF THUNDER
(Mindscape)

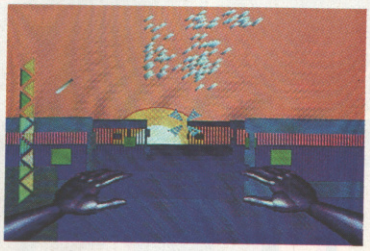
IT'S A LOT LESS BOVVER

● STORM ● 071 585 3308 ●



Remember this from the film? The graphics were slightly better, of course. (below left) Shape-shifting antics in Lawnmower Man II. Can't we quit this bit and go straight to the CyberSex part? (No — Ed).

You may remember quite a while ago there was a bit of excitement about a movie called The Lawnmower Man, which dealt the freaky world of virtual reality. When the film finally came out it turned out to be a big pile of cack and everyone forgot about it. As it turned out, the film made quite a few bob, so now there's a sequel (called, believe it or not, The Lawnmower Man II) in production, and Storm is now producing the game based on it.



You get sucked into the oddball VR world by the central baddy and have to complete a number of puzzles and arcade games in order to escape. There are loads of versions in production, most centred around CD — there's Mega CD, CDTV, CD-ROM and even a SNES CD version on the way, while for non-CD owners there are more conventional Gameboy, SNES and PC versions. None of them, however, will be out until next year (to coincide with the movie), so whatever machine you own you're in for quite a long wait...

***I'M NOT** normally one for turning on one of our own, but I can't help but mention the fact that this month our esteemed editor Garth Sumpter, who's been toiling away even though the flu has turned him completely mental, was heard to ask fellow staffer Paul Anglin whether you spelled Sonic (as in the Hedgehog) with a 'c' or a 'k'. And we thought Andi Peters was bad...*

STAR GAMESPLAYERS — PART TWO THIS MONTH — ZIG AND ZAG!

ZIG FACTFILE

NAME: Zig
HEIGHT: 2ft 13' (I'm taller than by brother — so there!)
FAVOURITE FOOD: Garlic and chocolate pate with marmalade in a toasted cheese sandwich — yummy!
HOBBIES: Belly-button fluff collecting, famous people's spent chewing gum collecting.
FAVOURITE BAND: St. Zogatious Junior School brass band — 'cause I play a mean triangle!
FAVOURITE SONG: "My Brother Pongs" — a song that I did write by my own self.
FAVOURITE SINGER: Myself, because I'm quite good really! And I'll probably be in a live pop group like Depeche Mauve when I grow up.
FAVOURITE FILM: Fuji 35mm.
WORST MOMENT: Every time I go out of doors with Zag.
FAVOURITE SAYING: "More dessert please!"

••• STOP PRESS •••
More Zig and Zag on page 24.

ZAG FACTFILE

NAME: Zag
HEIGHT: Same as Zig except an inch taller! Ha ha!
FAVOURITE FOOD: Mushroom and marmite ice cream.
HOBBIES: Train spotting (that's sticking spots on trains).
FAVOURITE BAND: Jeff Leppard and his band or any heavy kettle or trash mental music.
FAVOURITE SONG: "Knockin' on Kevin's Door" by Guns with Roses.
FAVOURITE SINGER: Jon Von Jobbi and Zig (cause I laugh when I hear him try to sing!).
FAVOURITE FILM: Aliens, of course. And I wasn't even one bit scared, not at all, when I saw every bit of it!
WORST MOMENT: When Zig told me bikinis were swimsuits for boys on our holidays on the planet Pak-Age Holiday.
FAVOURITE SAYING: "I just let a rudie!"

RELEASE DATES

PHEW! In case you didn't know, that was us sounding totally amazed by the amount of old full-price games being re-released on budget every month. Unfortunately, we're far too busy reviewing new games to rate them all, so, we're content to simply let you know which titles will be returning to your local software shop at a more pocket-friendly price each month, and leave the rest up to you....

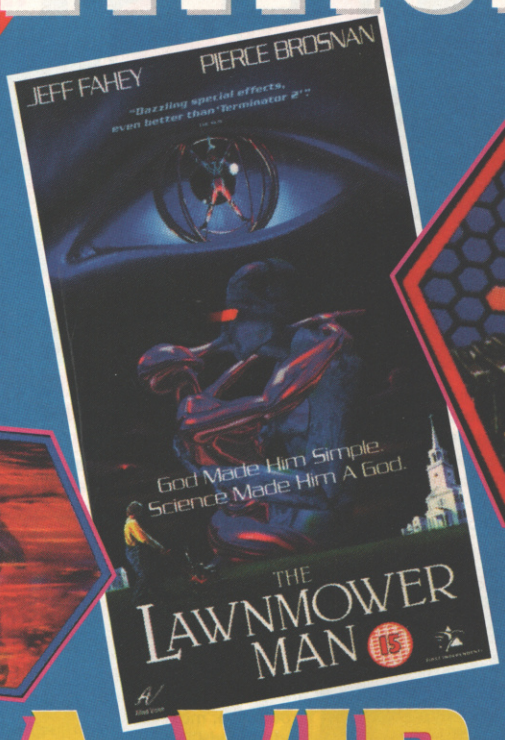
NAME	FORMAT	PUBLISHER	PRICE
The Immortal	AM/PC	The Hit Squad	£9.99/£12.99
The Cycles	AM/PC	The Hit Squad	£12.99/£12.99
MiG-29 Fulcrum	AM/PC	The Hit Squad	£9.99/£12.99
Hard Nova	AM/PC	The Hit Squad	£9.99
Serve & Volley	PC	The Hit Squad	£9.99
The Addams Family	AM	The Hit Squad	£9.99
Gunboat	AM/PC	The Hit Squad	£12.99
Gauntlet 3	AM/PC	Kixx	£9.99
Mega Twins	AM	Kixx	£9.99
F-15 Strike Eagle II	AM/PC	Kixx XL	£16.99
Midwinter II	AM/PC	Kixx XL	£16.99
Loom	AM/PC	Kixx XL	£16.99
Sporting Gold	AM/PC	Kixx XL	£16.99

HMV
KNOW HMV • KNOW GAMES

GAME GEAR CHART

1. SONIC 2
(Sega)
2. STREETS OF RAGE
(Sega)
3. LEMMINGS
(Psygnosis)
4. SUPER OFF ROAD RACER
(Virgin)
5. PRINCE OF PERSIA
(Tengen)
6. OUTRUN EUROPA
(US Gold)
7. THE SIMPSONS
(Acclaim)
8. THE TERMINATOR
(Virgin)
9. SHINOBI 2
(Sega)
10. SMASH TV
(Acclaim)

COMPETITION

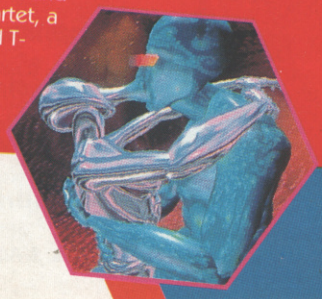


WIN A VID AND MOW 'EM DOWN!

Have we got a prize for you! Lawnmower Man, the incredible Virtual Reality-based film, is about to be released on home video, in both normal and widescreen formats, priced £12.99. And we've got a bundle of the goodies accompanying its release to bestow on CVG's lucky readers!

WHATD'YA GET?

The first correct entry to be pulled out of the special Qualcast grass-collector will receive an official and exclusive Lawnmower Man crew jacket, a copy of the film and a long-sleeved Lawnmower Man T-shirt. The next four lucky winners to be selected will snatch up a copy of the video each and the next quartet, a long-sleeved T-shirt will be winging its way to you.



GET A LOADA THIS!

Forget all the sad VR stuff you've seen in the arcades, this is the biz! A brilliant scientist is obsessed with perfecting his Virtual Reality system. He experiments on a dim-witted gardener who's IQ is immediately boosted by 400%. The screenplay was based on a famous horror author's short story, and our question is:

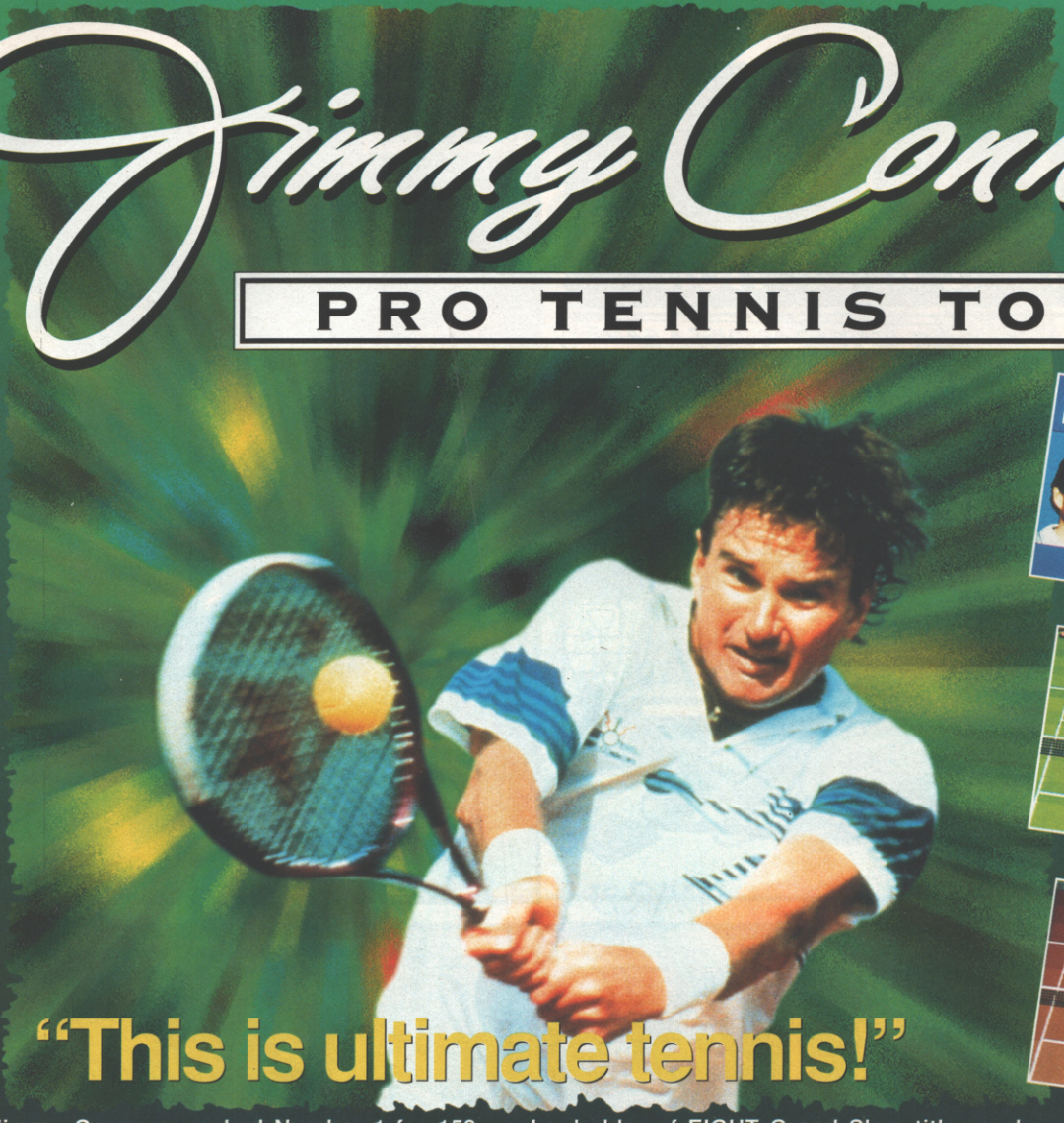
What is the name of the author who wrote the short story from which the film Lawnmower Man was based?

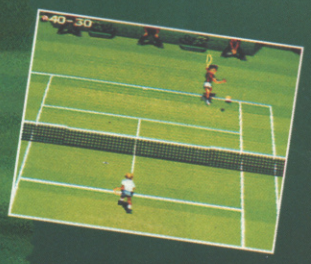
Post your answers to: I KNOW THE NAME OF THE KING OF HORROR AND I CLAIM MY PRIZE! CVG TOWERS, 30-32 FARRINGDON LANE, PRIORY COURT, LONDON. EC1R 3AU.

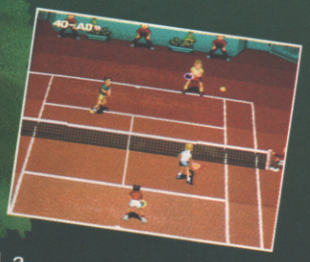
Don't forget, we have both widescreen and normal video versions available so please specify on your entry which one you'd prefer. All entries must reach us by June 5th 1993, so get scribbling!

Jimmy Connors

PRO TENNIS TOUR







"This is ultimate tennis!"

Jimmy Connors, ranked Number 1 for 159 weeks, holder of EIGHT Grand Slam titles and a record 109 single titles - more than any other male player in history - is the GREATEST tennis champion ever! Now YOU'RE Jimmy Connors, battling your way to the Number 1 spot. Past sixteen professional opponents. On center court of the most prestigious tournaments on the world circuit.

Original Nintendo Seal of Quality

Put a topspin on your serve and smash it past your opponent. Ace! Learn the strengths and weaknesses of each player as you climb the ranks to the top.

Work with five professional coaches to hone your shots-lob, volley, forehand, backhand, net and serve. Play one or two player against one, two or three computer opponents. Realistic graphics and awesome sound. This is professional tennis at its very best!

- Choose three play levels: Amateur, Intermediate or Professional
- Choose two control modes: Full or Easy Control
- Play singles or doubles
- Play on grass, clay, hard, indoor, Antartic or desert courts
- Password feature lets you continue the game at a later time.

Blue Byte

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UBI SOFT Ltd.
Finchley House 707 High Road
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Tel : 081 343 9055 Fax : 081 343 8544

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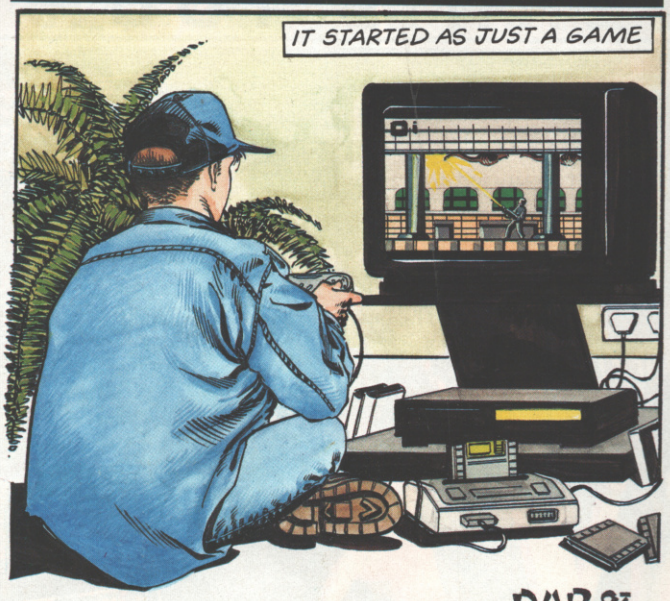
ALIEN 3™

TERMINAL ADDICTION



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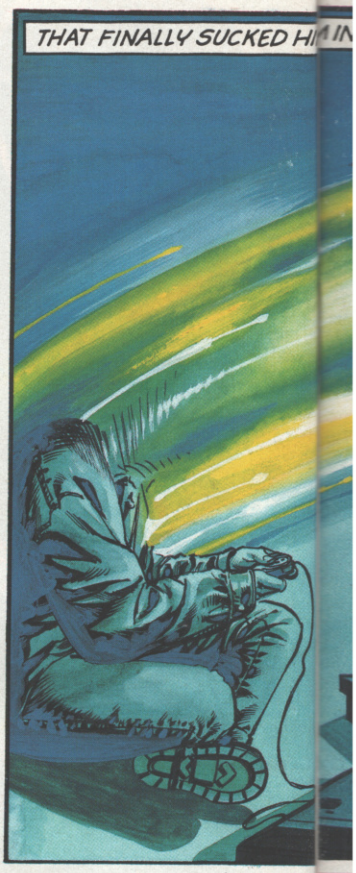

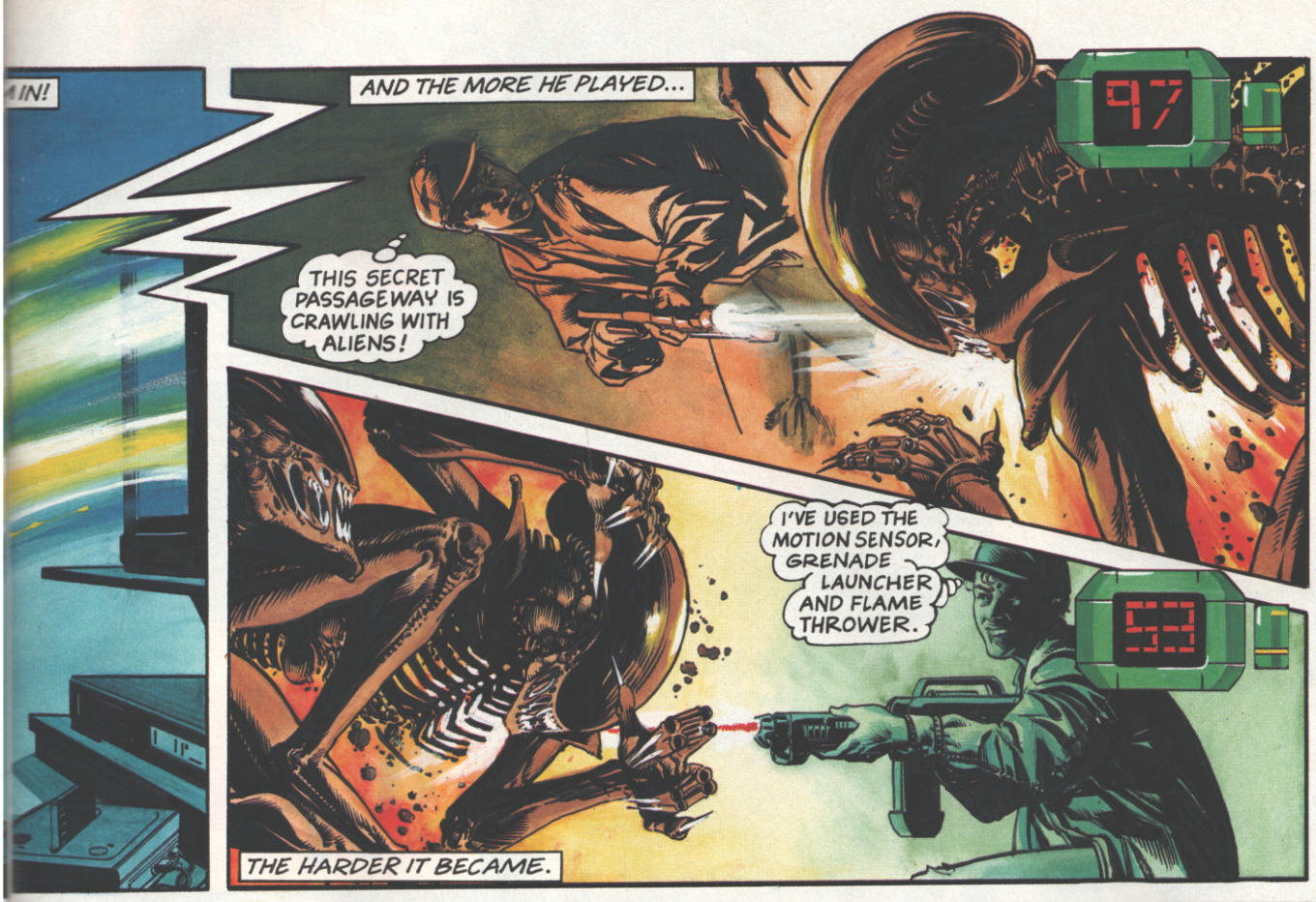

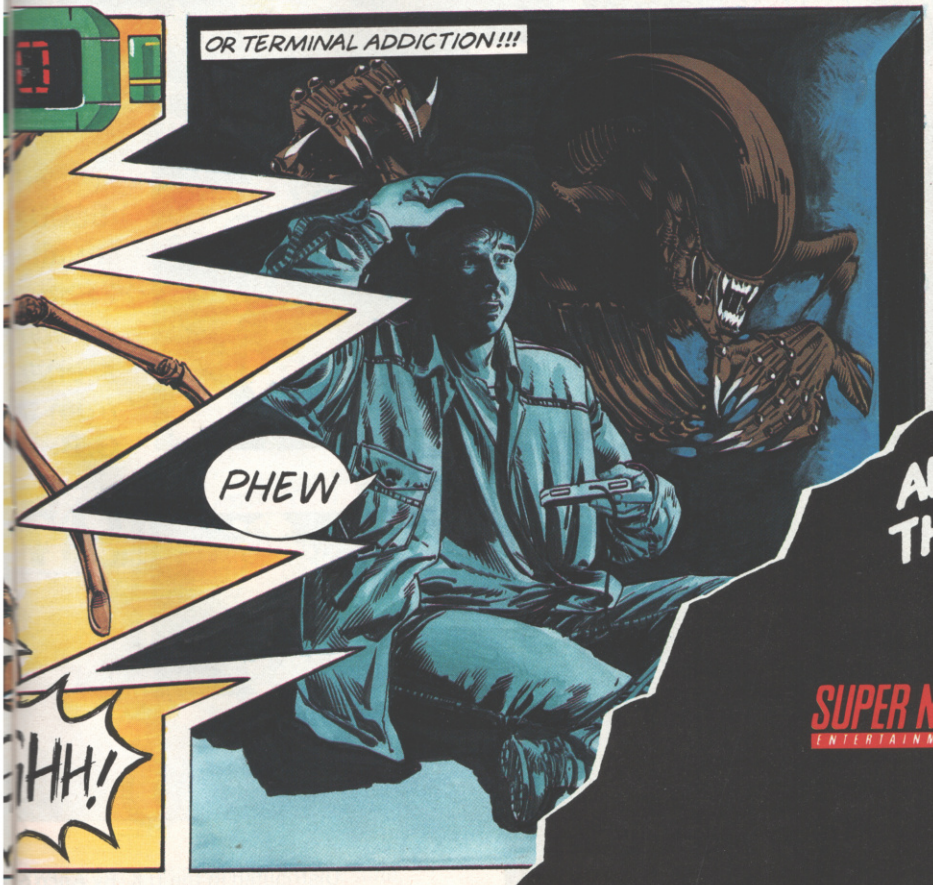

ALIEN 3™ – IT'S MORE THAN JUST A GAME.

SUPER NINTENDO ENTERTAINMENT SYSTEM

Acclaim™

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Nintendo®

GAME BOY™

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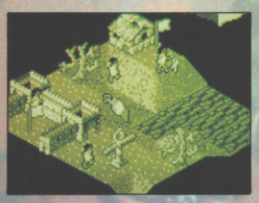


91%

Distributed in the U.K. By Anco Softw
Lawson Road, Dartford, Kent,

TIP OFF

"BRILLIANT!"

"Retains all the atmosphere and excite-ment of top basketball. For the basketball action, out Tip Off. Tunes are a delight. Best basketball game todate"

N. Force

82%

THE BATTLE OF OLYMPUS

An arcade adventure of mammoth size. 2 M. Byte cartridge. *"A wealth of fantastic characters and stories. Graphically it often borders on spectacular.* ***IT'S GOT TO BE A WINNER."***

G.B. Action

87%

ash the Power!

POPULOUS

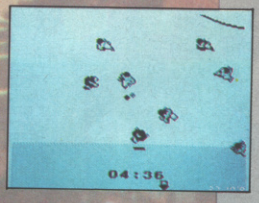
An ultimate role playing game, you are God. different worlds your conquest. sses you in tillating io right the off".

Action

1%

KICK OFF

Kick Off has enthralled millions of game enthusiasts right across Europe, winning countless awards including the **EUROPEAN GAME OF THE YEAR AWARD.** Now the Gameboy owner can savour its flavour and thrills.



SPLITZ

A puzzle game against the clock. *"I have never found a puzzle game which I have liked but finally one has arrived".*

G.B. Action

85%

o Software Ltd. 7 Millside Industrial Estate, , Kent, DA1 5BH, Tel: 0322 287782.

imagineer

In between breaks in filming The Crunch, Zig and Zag like nothing more than to relax with a copy of CVG. What excellent taste!

CELEBRITY CHALLENGE with ZIG & ZAG

Throughout the years that CVG has issued its gaming challenges to hopeful gamesplayers everywhere, our crack team of video warriors has taken on the very best – and vanquished them, one by one. All across the globe there is a trail of once-proud gaming gladiators who have long since been cut down to size by the all-powerful might of the CVG boys. But this leaves us with one slight problem. We've beaten everyone this planet has to offer, so where do we go from here? The answer is simple – outer space!

For the second of our all-new Celebrity Challenges, we decided that the only force capable of taking us on lay beyond the stars, and we were able to get hold of two real live (and extremely famous) space aliens – none other than Zig and Zag from Channel 4's The Big Breakfast! Not only are they genuine extra-terrestrials, hailing from the faraway planet Zog, but they're also bona fide games experts, using their talents on the top-rated breakfast show's Masterblaster reviews slot. The two pre-pubescent Zogians were only too pleased to take up our challenge, and seemed fairly confident of victory. "CVG, CVG, CVG are games girlies!" they chanted after we threw down the gauntlet, so we selected our warriors – Gary Whitta and Paul Rand, back after last month's shock defeat by Nigel Benn – and packed them off to The Big Breakfast's secret London location to meet their challengers...

We've made CVG history this month with our first ever double challenge. It was decided that Paul would take on Zig, while Gaz faced Zag, because their names are the same backwards (brilliant, eh?). The challenge game was to be excellent Super MarioKart, a big lunchtime hit with the CVG boys, and the choice seemed to be particularly welcomed by Zag who, on hearing the news exclaimed "Victory shall be ours, it shall, it shall, it shall! Our super simmering alien fingers are flexed to fight, let's plug this baby in and get gaming!" Zig, however, wasn't as sure as his partner-in-crime. "What's for tea?" was the most aggressive thing he could think of to say.

The gang's all here! A dream is realised for Zig and Zag and Gaz and Rand as they finally get to meet each other's idols!

The challenge is on, and things are already going badly for Gaz...

ROUND 1
MARIO CIRCUIT 1

A technical hitch almost aborted the challenge before it began when the TV monitor would only work in black and white. We were told that this was due to special space signals sent out by Zag's ears interfering with the picture, but both competitors agreed to play in monochrome and the challenge was on! Gaz selected Koopa Trooper as his driver, while Zag opted for the mushroom-like Toad. "Let's get this Toad on the road, buster!!" he exclaimed bullishly. Disaster struck for the hopeless Whitta early in the first race when he over-revved at the start line and Zag was able to clear the pack and take an early lead! Three laps later and a succession of lucky pick-ups had allowed Whitta to gain on Zag, but he screeched off the track near the final turn to let the surprisingly proficient Zag take the tape while Gaz had to settle for a measly third place.

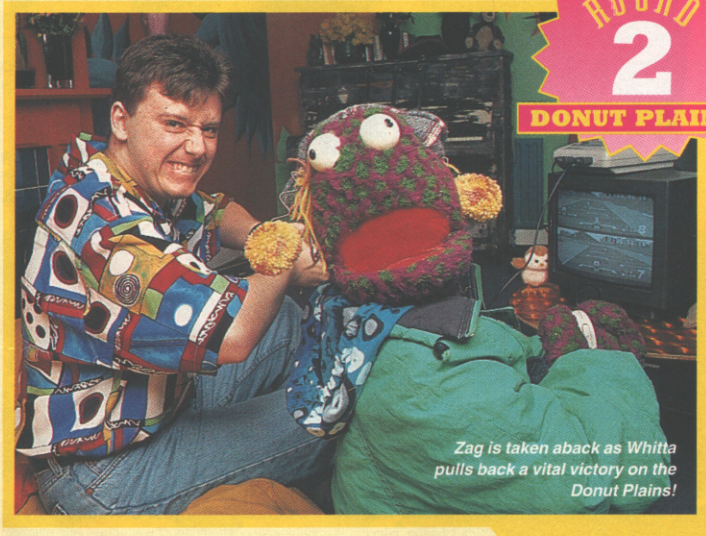
FIRST ROUND RESULTS

ZAG (1st) TOTAL: 9 POINTS "I am the Kart king, no doubt about it young man!"
WHITTA (3rd) TOTAL: 3 POINTS "Where did a space alien learn to drive a go-kart like that?!"

ROUND 3
GHOST HOUSE 1

Disaster
CVG! Whi
crashes out
the Gho
House and
forced to ea
his joypad.

As both competitors went into the final round, they knew that the match was still for the taking either way. After taking a break for so special Zogian orange juice, Zag bounced back with a burst of extra en gy – unlike Whitta, who seemed to have had the wind knocked out of h sails. But into the final round they went and, surprisingly, it was Whitta who had the upper hand early in the race, using a pick-up invincibility S to roar ahead of the pack again. But Zag was not to be outdone and stayed hot on Whitta's heels for most of the race. So it stayed right into the final lap when Whitta, confident of victory, turned into the final straight only to disover to his horror that Zag, right behind him, had picked up a red shell! The homing missile was delivered with frightening accuracy, spinning Whitta just before the finish line and letting Zag screa past for first place! Ultimately defeated, Whitta crawled over the line fo measly second place. Doh!



ROUND 2
DONUT PLAINS 1

Zag is taken aback as Whitta pulls back a vital victory on the Donut Plains!

With Whitta already reeling from his shock first-round obliteration, Zag jumped up and down with excitement and boasted confidently that this course was his favourite. "What a dunking good round this is!" he said, as the cars lined up on the grid. But Gaz showed no fear; he knuckled down and within the first two laps was clear in front, with Zag stuck in a pathetic fifth place – so much for his favourite track! But while Gaz drove even further ahead of the field in a startling performance, Zag battled back brilliantly into the scoring positions and finally into second, but still a good six seconds behind Whitta, who broke his own personal track record. Now the challenge was really on!

SECOND ROUND RESULTS

GAZ (1st) TOTAL: 12 POINTS "And now we've got a game!"
ZAG (2nd) TOTAL: 15 POINTS "Don't count your Marios till they've hatched, Mr Smarmy Trousers. Victory shall be mine – next round now!"

before resorting to violence and throttling his opponent!

FINAL RESULTS

GAZ (2nd) TOTAL: 18 POINTS "I do not belieeeeeve it!"
ZAG (1st) TOTAL: 24 POINTS "There's only one ZAG from ZOG, there's only o ZAG from ZOOOOOG!"

Sensationally, the alien Zag had destroyed our Whitta 24 points to 18, and before our man could demand that the Zogian orange juice be tes ed for steroids, Zag nipped off for lunch, leaving the only hopes for mankind resting in the hands of Paul Rand in the next round. Defeated last month, could he turn the tables on the aliens now?

NOW TURN OVER TO SEE PART 2 – PAUL VERSUS ZIG!

CELEBRITY CHALLENGE with ZIG&ZAG

PART - TWO - PAUL VERSUS ZIG

We're back after the half-time break! And the question about the last clip was...

They knew the stakes. After the utter humiliation of Whitta by Zag in the first part of the Challenge, everyone knew that Paul Rand held the last hope for CVG as he sat down for part two of the battle, against Zig. Could the pair of bungling aliens from The Big Breakfast really take on the might of CVG and win? The idea seemed inconceivable, but Zag had taken them halfway to victory, and now Paul's only hope was to defeat Zig and scrape a draw. Zig, however, knew that if he won, he and Zag could travel back to their home planet Zog bathed in glory. "I hate baths, thanks very much," he was heard to say just before diving into the challenge.

But there was nothing more to say. With Whitta still crying in the corner about his defeat, Paul took to the challenge settee next to Zig, who seemed just a little nervous about the responsibility that now lay on his shoulders. But Rand too looked equally uneasy - could it be that he was still shaken psychologically by last month's challenge defeat? There was only one way to find out. Lads, grab those joypads AND GET DOWN TO BUSINESS!

Round One and Rand stamps his authority on the game in style! Poor old Zig is left speechless! (for once).

Both grasping their joypads with sweating hands (here Paul discovered that Zogian sweat is five times smellier than the earth variety – pew!), Zig and Rand began part two of this monster challenge. This time it was Paul who picked Toad; "If it worked for that purple dork, it can work for me", while Zig chose Bowser "because he's just a wikkle puppy wuppy dog and I love him". As the race began Zag was discouraged from coaching Zig from the sidelines by Whitta placing a carrier bag over his head. "Mmm-mm-mm" he protested, but it was to no avail. The race was already underway, with Rand well in the lead and Zig, still trying to master the controls, floundering in seventh after one lap. From there on it was easy pickings for the CVG boy, who finally crossed the line in first place, despite an unfortunate collision with a Super Luigi, with Zig limping in sixth. Zag had by this time removed his bag and had this constructive piece of advice to offer Zig: "You'd better pluck up your gaming plans, young man. A Glibble from the planet Flob could've done better, and they don't even have arms!"

FIRST ROUND RESULTS

PAUL (1st) TOTAL: 9 POINTS "Alien or not, you're no match for me!"
ZIG (7th) TOTAL: 0 POINTS "Which one was I again?"

But no! Just when all seemed lost for the alien duo, Zig comes back brilliantly with a superb run! Rand's disgruntlement is all too clear.

ROUND 2
DONUT PLAINS 1

A full nine points in the lead, Rand knew he was in the driving seat in more ways that one. Zig's inexperience was showing through, as was Zag's disgruntlement, as he stormed off to the kitchen to sulk and eat an entire packet of chocolate Hob Nobs in one go. Meanwhile it was onto Round Two and Zig, positioned at the back of the starting grid, suddenly seemed to find his feet (not easy as no-one's ever seen them) and race into third position as the race got underway. Rand, meanwhile, had got caught in the pack between Kong and Luigi, and was having problems breaking free. Eventually he barged his way through and caught up with Zig – a ding-dong battle ensued, which ended with Zig miraculously forcing Paul off the track and roaring into the first place. Cursing his luck, Rand rallied well and came back, but it was too late and Zig had already crossed the finish line to win the race. But for Rand, third place just wasn't good enough, and the second round result had narrowed his victory margin dramatically. Zig could hardly contain himself – and do you blame him?

SECOND ROUND RESULTS

PAUL (3rd) TOTAL: 12 POINTS
"It's a fix! Ref! Ref!"
ZIG (1st) TOTAL: 9 POINTS "Where's the loo? Where's the loo?

As in the first challenge, only three points separated the two drivers going into the final round, but this time it was CVG that had the advantage. A good performance here would seal the draw, but Zig was under immense pressure from his purple pal to repeat last round's miracle run. "Come on Zig, don't let poncy Paul win" was Zag's advice before the flag went up. With both drivers near the front of the grid, they were able to accelerate away from the pack, and before the first lap was over the fascinated crowd of Big Breakfast observers knew it would be a two-horse race all the way. And so it was, with Paul leading most of the way until Zig stumbled across a Star pickup and was able to whizz past the ginger whinger! It looked as though Zig was going to clinch it until he got too cocky, tried to take a corner on the final lap too fast and barrelled into the fence! In the time it took him to turn and get back on course, Paul had overtaken and won the race!

Zig resorts to the age-old "there's something wrong with my joypad" ploy, but it's all over! Zig's disastrous third-round performance secures a draw for the world's greatest games mag!

ROUND 3
GHOST HOUSE 1

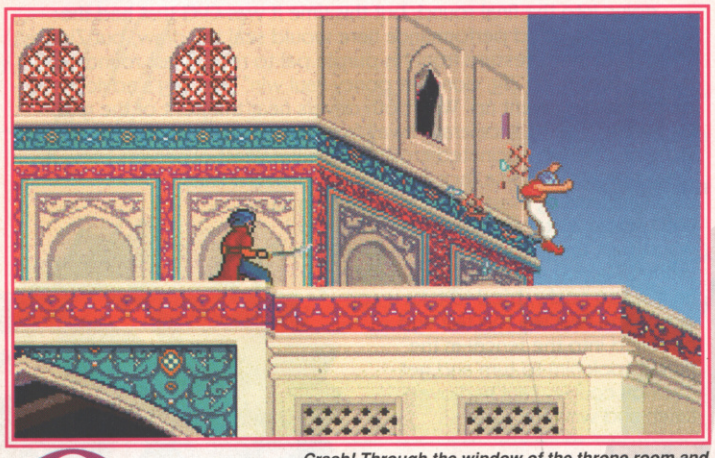
FINAL RESULTS

PAUL (1st) TOTAL: 21 POINTS "I knew that boss-eyed bozo didn't have the staying power!"
ZIG (2nd) TOTAL: 15 POINTS "Oops, sorry Zag!"

Aah, that's nice - no hard feelings at the end of the day. Zag and Paul can walk away in pride, but Gaz and Zig (right) have got some serious explaining to do...

It was a draw. Gaz the buffoon completely fluffed his challenge and let Zag walk away with it, but Rand pulled out all the stops to make up for it and won his battle against the inexperienced Zig. So it was a one-all draw on rounds – under these circumstances we would normally let the points margin decide, but incredibly BOTH victors won six points clear, so there really wasn't anything to decide between the two. We suggested a scissor-paper-stone competition as a tiebreaker, but Zig and Zag pointed out that they don't have scissors, paper OR stones on Zog so they didn't understand the rules and we had to abandon the whole thing. But it was the alien duo who were to have the final word: "We shall return to conquer the CVG team, and next time I will put some effort into it," said Zag. "I mean I only played half my usual gamepower, I didn't want you girly-boys to look too bad." "Yeah, next time we'll be in your FACE," added Zig. "By the way, there's no loo roll..."

YOU CAN SEE ZIG AND ZAG EVERY WEEKDAY MORNING ON THE BIG BREAKFAST (AROUND 7:20) ON CHANNEL 4



Crash! Through the window of the throne room and the adventure begins!

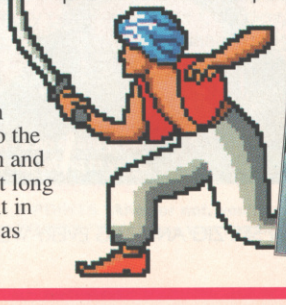
One of the most successful and best-loved games of all time returns to your screens this Summer – bigger, better and with more swashbuckling action than ever before! Gary Whitta lifts the lid on the year's most eagerly-awaited sequel - Prince of Persia 2...

GARY WHITTA
and
GARTH SUMPTER
in

Prince of Persia 2

The Shadow And The Flame

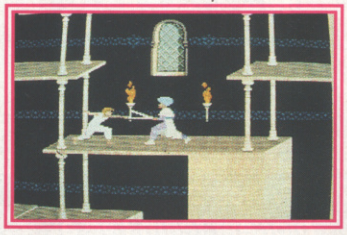
When young programmer Jordan Mechner first wrote Prince of Persia for the crusty old Apple II back in 1989, everybody in America thought it was a flop – even two years later, when it appeared on the PC, it never made it into the software hit parade. It looked as though eighteen months of Jordan's hard labour was about to go down the drain without anyone noticing, but when the floppy versions came across the Atlantic to the UK on the Domark label later that year, something very strange happened - people stood up and took notice. In fact, it caused an overnight sensation. "Best Animation Ever!" "Platform Game of the Year!" "It's Like Playing a Film!" – the praise just kept on coming. Since then, the swashbuckling Arabian Nights-style adventure has been converted to just about every home format imaginable, from the Super NES to the Apple Macintosh and Game Boy and at long last it's been a hit in America as well as across Europe.



Jordan Mechner, programmer: "I'd always hoped there'd be a sequel".

A PRINCE AMONG GAMES

What was it that made the original such an instant classic? Well, it was the incredible animation that first caught people's attention - the main character ran, fought and leaped like a real live action movie hero! But it wasn't all gimmicks, and it was the classy gameplay that kept people hooked once the graphic novelty wore off. Inspired by the classic action/adventure movies of silver screen heroes like Errol Flynn and Douglas Fairbanks Jnr, Jordan set out to create a game with the same



cliffhanging, swashbuckling atmosphere - and he succeeded. With crumbling ledges suspended over razor-sharp spikes, deadly potions and swordfighting skeletons lurking around every corner, Prince of Persia captured players' imaginations and, for the first time, actually felt like playing a film! The only problem is, most people agree that the game hasn't aged that well over the years. What the public need now is a sequel!

SOME DAY MY PRINCE WILL COME

"So," everybody's been asking for the last eighteen months, "when's Prince of Persia 2 coming out, then?" It may have been the question on everybody's lips, but POP publishers Broderbund and their new-found pals at Electronic Arts have been keeping tight-lipped about the ultra-secret

"The graphics are a quantum leap forward from the original game."

Jordan Mechner

project - until now. After two years of intense work by Jordan Mechner and a huge development team, Prince of Persia 2: The Shadow And The Flame is finally due to arrive this Summer. "I always hoped there'd be a sequel,"

Up the steps to the next level!

says Jordan. "Of course, for the first couple of years the sales of the game were unspectacular so it was difficult to get anybody very excited about the idea. But I always had a sequel in the back of my mind. While I was writing the original, I kept a folder for all the ideas that I wasn't able to put into the game. By the time the game was finished, the folder had gotten pretty fat!"

LIGHTS, CAMERA, ACTION!

Four years have passed since the first version of the original Prince, and with the massive leaps in games technology that have been made in that time, Jordan has at last been able to re-open his bulging folder and for the sequel, bring to life all the ideas that never made it into the original game. The two-year project has been huge - almost like making a movie, with a two-hundred page script produced before programming began, dozens of action storyboards and a "crew" of over two dozen programmers, artists and musicians! "The Prince 2 is by far the biggest team I've ever worked with," says the "director" Jordan. "In comparison the original Prince team was very small - just me!"

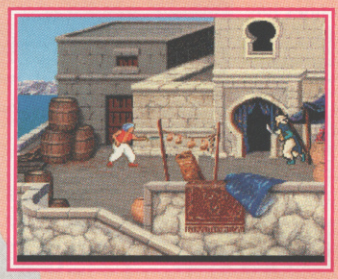
Marooned on a desert island by Jaffar - how will you get back?

What Persian adventure would be complete without a magic carpet?

SO WHAT'S NEW?

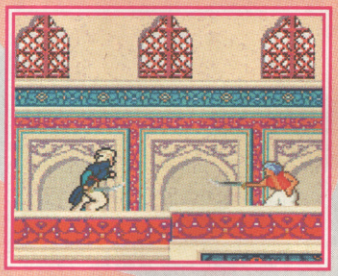
Prince of Persia 2's basic platforms 'n' fighting formula remains much the same as in the original, but the game's much bigger, taking place not just inside the palace but spilling outside the grounds and even to faraway islands. You'll battle through exotic marketplaces, across busy dockyards, on the beach, over the palace rooftops and, of course, through the murky dungeons where much of the first game was set.

As you can see, the graphics are a quantum leap forward from the original game's visuals, and so is the gameplay, with the Prince able to perform all sorts of new Errol Flynn-type moves. He can now crawl, fight with creatures like snakes, crash through windows, battle two or more opponents at a time and even use magic spells to confound the bad guys! Animation fans need not fret, as the characters' new escapades will all have the same fluid, lifelike movement that made the original so stunning to look at. "Also, we've expanded the story, with non-interactive storybook sequences in-between levels, with music, narration and really beautiful illustrations which I think add considerably to the atmosphere and to the story," says Jordan.



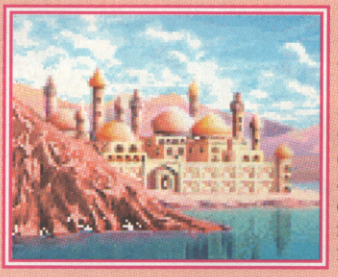
"I'm afraid there are some puzzles in the upper levels of Prince 2 that are very nasty indeed1

Jordan Mechner



"The player can get killed in all sorts of horrible new ways!"

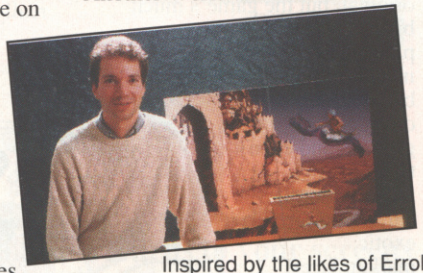
Jordan Mechner



"What I have tried to do in Prince of Persia II," he goes on, "is make the gameplay richer and give it more variety without changing the basic mix. In Prince II, as compared to Prince I, we were able to put in more different kinds of opponents and more different settings, each with their own traps and pitfalls. Also, there are more surprise twists – all in all it's a much bigger game. I've tried to make sure the player gets their money's worth." Prince of Persia II will be appearing on PC later this Summer – although it's sure to be only the first of an avalanche of different versions set to arrive before the new year. So, whatever machine you own, keep your eyes peeled on the News pages for announcements on other floppy and console formats as and when. And, of course, tune in next month for the very first review...

THAT MAN MECHNER

Inspired by the classic Broderbund game Choplifter, 28 year-old New Yorker Jordan Mechner began his games-writing career with the beat' em up adventure Karateka before moving onto Prince of Persia, a more elaborate version of the same game. Since then, and during the success of his game on all manner of console and floppy formats, Mechner has got back to his real love – film-making. He's already written two feature film scripts, and recently directed his own 19-minute movie called Waiting For Dark and shot on location in Cuba. It's Jordan's love of movies that enables him to make his games so atmospheric and film-like. For the original Prince of Persia, for example, Jordan dressed up his brother in white pyjamas to look like the main character, and filmed him running and jumping around Central Park in New York to get the moves right! The technique known as Rotoscoping was born, and it's since been copied to amazing effect in games like Another World and Flashback.

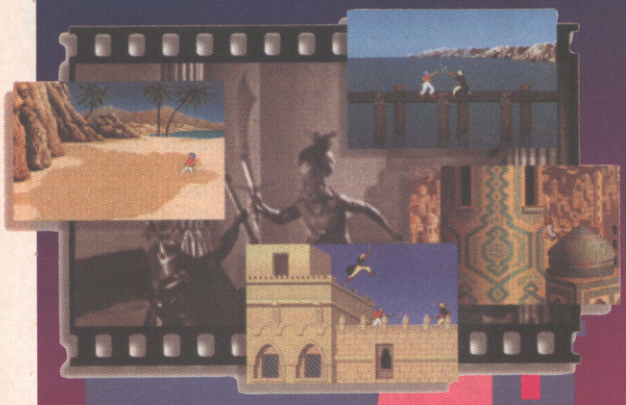


Inspired by the likes of Errol Flynn, Jordan set out to create a swashbuckling game....

THE STORY SO FAR...

Hands up who remembers the original Prince of Persia story? Oh, not very many of you. Right, for the benefit of you lot, it's all about a young peasant boy who is about to marry his true love, the beautiful Princess. Unfortunately the evil Grand Vizier Jaffar had other ideas and locked the Prince-to-be in the palace dungeons so he could marry the Princess himself. Of course it all worked out alright at the end, with the player escaping, battling through the palace and finally defeating Jaffar to win the hand of the lovely lady.

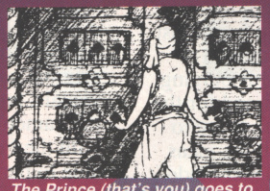
But they didn't live happily ever after. After years in exile, the scheming Jaffar has returned for the sequel - and this tim he's got black magic on his side! Using a diabolical spell to make him look like the Prince, and the Prince like a filthy beggar - with the identities switched, he has you thrown out of the palace and gets on the firm with your missus! The swine! And so the scene is set for 15 all-new levels of cliffhanging, sword-clanging, baddy-bashing action. But what's this subtitle The Shadow And The Flame all about though? "All I can say is that if you play the game through to the end, you'll understand," says Jordan cryptically.



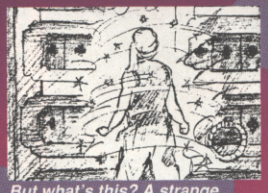
Prince of Persia 2's story is told using a cinematic introduction sequence, introducing the characters and setting up the plot before the action begins. Like all other aspects of the game, everything had been carefully sketched out by hand before programming, so here's the original storyboard of what you'll eventually see on the screen...

"Prince 2 is by far the biggest team I've ever worked with...the original Prince team was very small – just me!"

Jordan Mechner



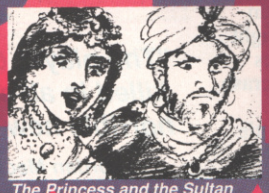
The Prince (that's you) goes to enter his throne room .



But what's this? A strange magic mist appears and settles on the Prince's body...

...the Prince's robes of state have been transformed into the rags of a beggar!

The throne room doors swing open and, still confused, the scruffy Prince enters...



The Princess and the Sultan seem not to recognise you. What's going on here?

The despicable plot is revealed! The evil Jaffar - disguised to look exactly like the Prince!

Steps back in amazement!

"Who let this beggar in here?" Roars the false Prince. "Guards - seize him!"

" Princess! Don't you know me?"

" Please don't hurt him," begs the Princess. "Can't you see he's just a poor, mad beggar?"

Jaffar is having none of it. "Cut off his head and throw his body to the dogs," he orders.

It's time for some princely heroics. As the guards pull you away, you reach for your sword...

...and a palace guard is slain, revealing an angry Prince...

The Princess is shocked - but still she doesn't recognise you.

More guards appear, and it's time to hotfoot it...

As you flee the palace, Jaffar looks very pleased with himself...

But just for a moment the magic wears off, revealing Jaffar's true identity...

...but the Princess never noticed - Jaffar smiles smugly and the adventure begins...

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3x3 EYES

PART ONE

Yakumo Fujii is the hero of this story. Abandoned as a young child, first by his mother and then his father, his misfortune continues when his father, a professor of ethnology, dies in Tibet. One day, he meets Pai on his way to work. She carries a letter from his dead father...

Pai is the heroine. Said to be about 300 years old, she is a survivor of a legendary tribe who use magic to gain eternal life. She has a third eye in her forehead and when it opens, her personality drastically alters. Pai yearns to be human but can't quite remember why...

Together they struggle against supernatural forces they barely comprehend but must conquer to survive.

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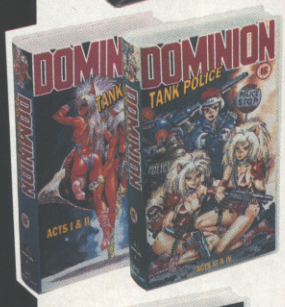

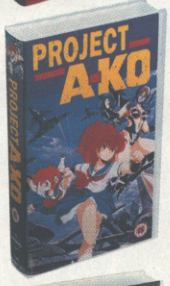

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What's the machine? It's name and mugshot tells you exactly which machine we're talking about!

Pros and Cons let you know what are the good points and bad points of any game.

MEGA CD

PROS: A brilliant shoot 'em up which is everything that a good game should be.

CONS: None, other than it's likely to keep your up into the small hours — glued to the screen!

VERDICT

JOYPAD CONTROLS

Is it a Jap import with difficult to guess controls? CVG tells you just how to handle your joypad.

ON THE OTHER HAND

If a game can be compared with a popular rival, then we'll tell you just how it compares...

THE VERDICT BOX

Opinions matter – especially when they're the witterings of top games' players like us. And the best games get at least two verdicts as even when we agree to disagree, you'll still get the big picture!

Marks for Graphics, Sound, Playability and Value are backed up with a CVG comment for complete authority.

GRAPHICS 89 — Stunning sprites and excellent explosions throughout the game.

SOUND 83 — Some really rock hard thumping tracks, with some excellent effects.

GAMEPLAY 83 — Absolutely rock-hard but horribly addictive, nonetheless. This is fantastic. . . .

VALUE 87 — With weeks of blasting ahead of you this is worthy of its price tag.

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Get through the tricky bits! CVG's team of gameplayers show you how!

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MISS OK! HIT

Overall score. This tells you just what we think of the game. The higher the score, the more excellent the game!!

91

INSIDE THIS MONTH!

THE CODES

MD = Megadrive
SN = Snes
AM = Amiga
PC = Personal Computer
MCD = Mega CD
ECD = PC Engine CD (Duo)
NES = Nintendo eight-bit
MS = Master System
NEO = Neo Geo

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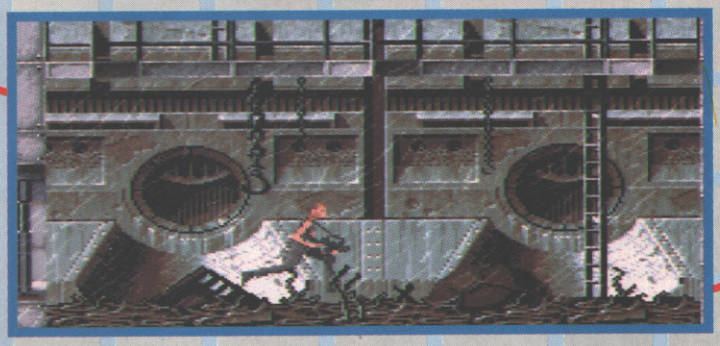
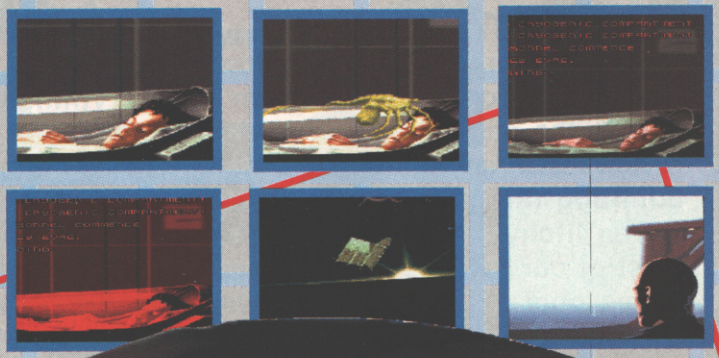
KING ARTHUR'S WORLD

REVIEW

SUPER NES | by ACCAIM | £49.99

OUT: June. Contact Acclaim (0962 877788) for information.





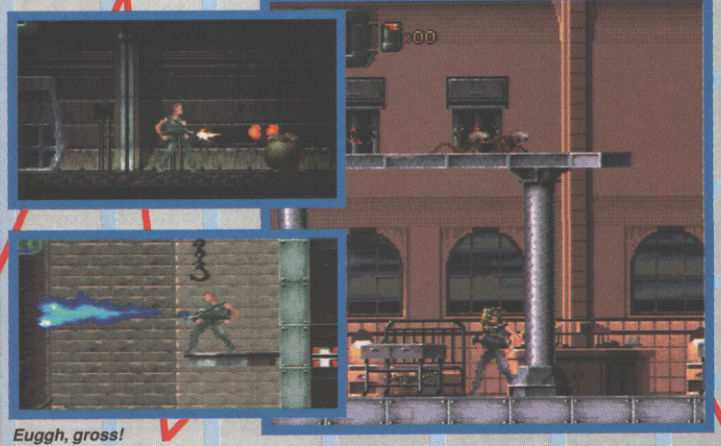
Oh great, now it's raining.

ALIEN 3

How does the SNES version compare with its Megadrive forefather? It smashes it off the face of the planet!

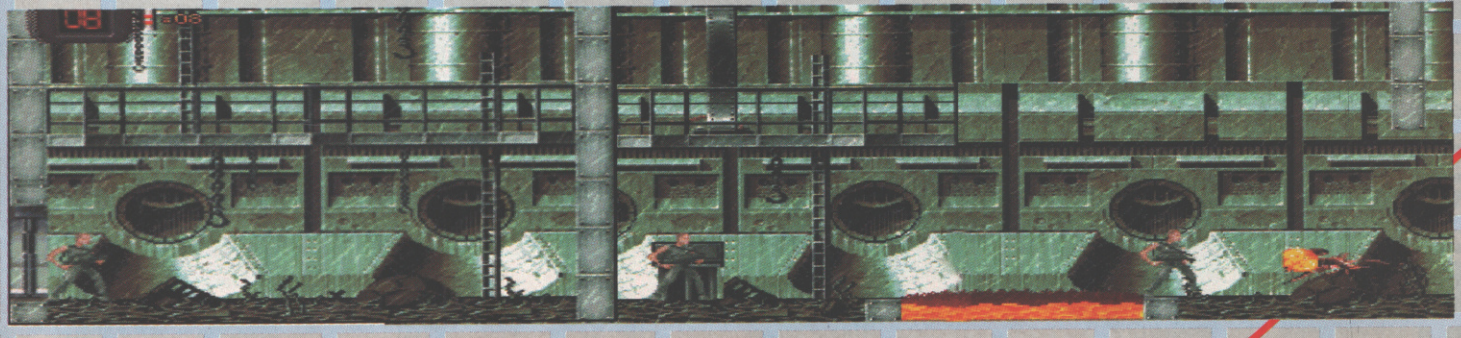
Fry it now. Gerrin!

Watch out for dripping acid.



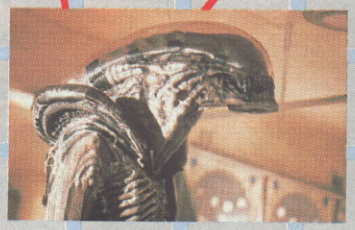
Euggh, gross!

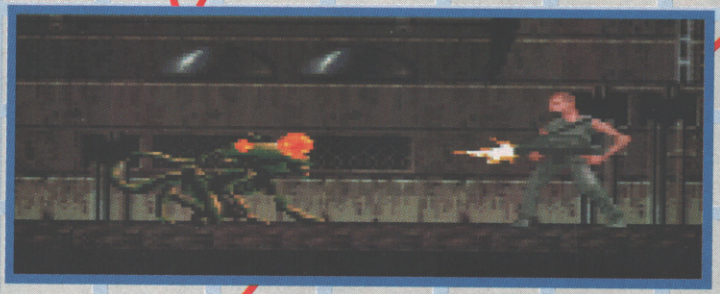
Now this is what I call the alternative version of Sleeping Beauty! Substitute the princess for Ripley, swap the wicked Queen for the Queen alien, exchange the handsome prince for a Face Hugger and you're there – sort of. Said hugger has laid an egg inside Ripley's throat and gone on to wreck the spaceship, Sulaco, forcing it to crash-land on Fiorina Fury 161, a maximum security prison for some of the worst offenders in the cosmos. As bad as life doing porridge may seem, the inmates have another rather large problem – aliens! The alien that was hiding in the Sulaco, has impregnated a rather large Rottweiler and the resulting creation is an alien the like of which has never been seen before. Now it's time for all concerned to seriously leg it, 'cos this xenomorph's taking no prisoners – and you're top of its killing list!



"DON'T BE GONE LONG ELLEN"

The Alien 3 movie is the sequel to Aliens (I want to know why they didn't call it Alienss), which in turn is the sequel to Alien. If you've not seen the films yet, you're either very sad or far too young. The original is a classic piece of science fiction movie-making in which the crew of the Nostromo, under the command of Lieutenant Ellen Ripley, find that they have an alien stowed away in the cargo hold and have to rid themselves of the thing using nothing but cattle prods. The sequel took a turn for the violent. This sees Ripley, accompanied by the totally excellent Space Marines, going into an alien-infested space colony and basically blowing seven bells out of anything remotely ugly; needless to say this was easily the most enjoyable of the trio. The third, and least successful in the series, has Ripley marooned on Fiorina 161, a maximum security penal colony, which is attacked by the Aliens and, seeing as the prisoners have no weapons, things get a bit tricky. Alien 3 took a bit of a hammering at the box office with people complaining that there were no guns in it, which is a little strange seeing as there were none in the original either! You can now buy the Special Edition of Aliens on video, which contains 17 minutes of previously unseen footage. But don't get too excited, it's not that different to the original.





These green ones take a real hammering.

"YEAH MAN, THE MOMMA AND SHE'S BAD ASS"

The aliens are a very complex species, with loads of different breeds all out to get your blood. Here's a quick rundown:

ALIEN EGG: May look harmless, but can cause a real headache. They'll constantly dispatch face huggers until you fry them, and that takes a lot of fuel from your flame thrower.

FACE HUGGER: The simplest form of alien. The earlier breeds will not attach themselves to your face, but the blue or red ones will latch onto you tighter than one of the Fat Slags.

CANINE ALIEN: The newest form of alien. These are capable of spitting acid over huge distances and very accurately. They can also leap incredibly far, so you'd better blast them quickly.

REPTILE ALIEN: These things are very, very sneaky. Their small size makes them really difficult to see until they're right on you and they can take a bit of a beating as well.

MOTHER ALIEN: This one's a real mutha! She is only found in a couple of locations in the later levels and spits a deadly vapour which will quickly send you to an early grave. She takes a hell of a battering and moves extremely quickly.

QUEEN ALIEN: THE alien of all aliens. The queen alien guards the end of the game and does a damned good job of it as well! There's no point in trying to outrun her; this is a stand-up fight to the finish.

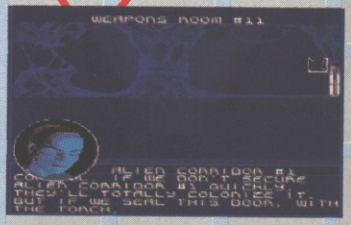
VERDICT

Alien 3 is relentless; little Aliens, big Aliens, huge ones and ginormous ones, all shapes and sizes are included from the smallest of face-huggers to the whopping great Queen herself! The mission aspect adds lasting appeal, whilst the atmosphere generated by the smoky levels, with their great tunes, is fab. Ripley has three weapons to choose from at all times, and power-ups are spread throughout. The Megadrive version is a good 'un, but Sega owners will be cursing their parents over their choice of console when they see this totally brilliant version. Fabulous!

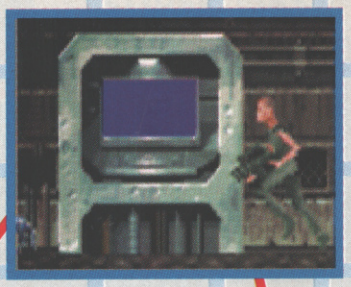
STEVE KEEN

"B GUN DOWN FIFTY PERCENT"

Ripley is not only a dab hand at rescuing hostages and wiping out entire species of killer Xenomorphs, she's also something of an electrician! The problem is that the aliens have gotten into every room in the entire colony and caused havoc. There are power generators down, fuse boxes blown, pipes that need welding and countless other horrible tasks. To make matters worse, all of these tasks have to be completed while the aliens are running around! Fixing fuse boxes may sound as dull as Whitley Bay on a Friday night, but it actually provides a nice break from the rescuing of hostages, which is also one of Ripley's chief tasks. There are a few occasions where you have to perform that favourite task of the Space Marines – welding doors shut. On some levels it is vital that you stop the progress of the aliens quickly, but remember – once you've sealed a door, anything in that room is unreachable.



ALIEN 3



Ah, the beloved terminal.

VERDICT

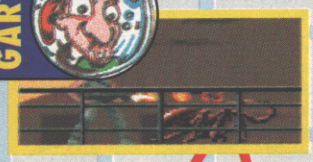
Alien 3 manages to capture the moody feel of the movie to a tee. The animation is excellent with the aliens moving so fluidly, and the superb backdrops combine with the incredible sound to give this unrivalled atmosphere. The difficulty level is pitched perfectly; you can blast anything that moves and there's a real sense of extreme violence, but you can only get a little further with every go! The range of different tasks you have to perform keeps interest at a high! Alien 3 has been finely tuned and is one of the most streamlined and all-round brilliant carts I've seen.

PAUL ANGLIN

GIT: SAD FOLK START HERE

If you're still stuck here after a day of play, then you should try quitting the Space Marine Corps and joining the Sad Morons Corps. If you're having that much trouble, try walking around in the crouch position all the time, as you'll be able to waste the Face Huggers a lot easier that way.

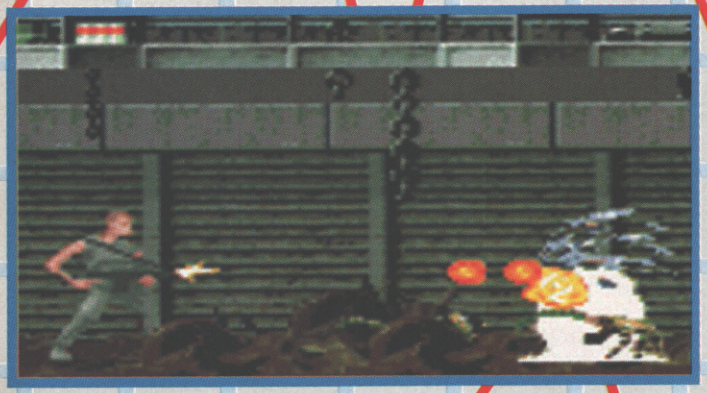
GARTH: NOW, YOU'RE GETTING BETTER



Alright, you're starting to get somewhere. Make sure the first thing you do is clear the Medic bays of alien eggs, so that when your energy is low, you can go and collect some without being bothered by newly-hatched aliens.

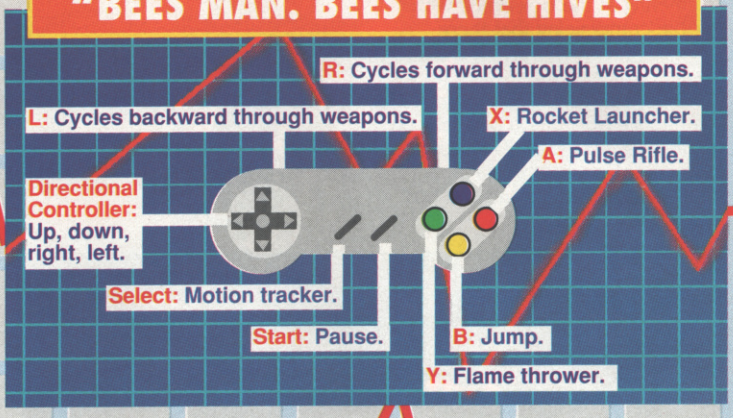
PAUL: AT LAST, YOU'RE WELL' ARD!

If you've got this far then you deserve to be in the next Alien movie (shame there won't be one really). You're just one stage away from facing the Queen alien. If you've got this far, there's not a lot more I can tell you, other than to have your trigger finger ready and make notes of any valuable rooms because these levels are BIG!



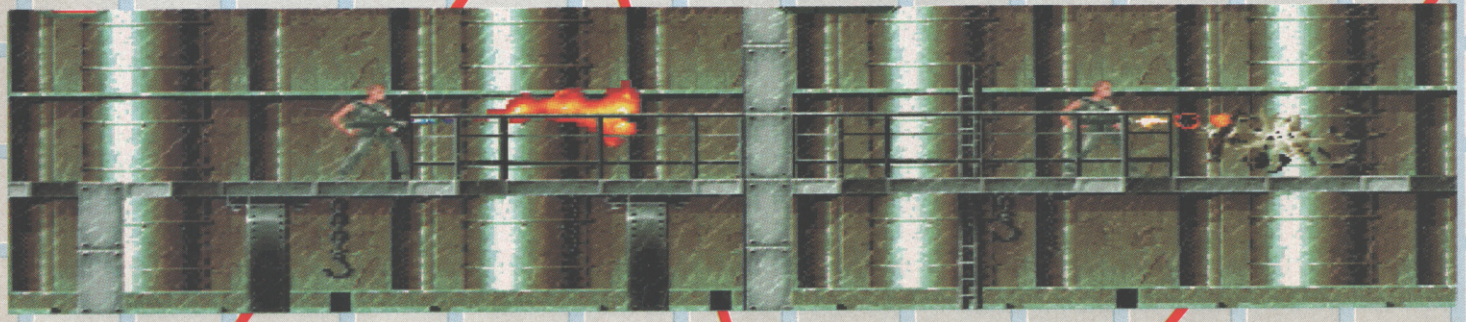
This is the ideal hiding place for Face Huggers – speak of the devils...

"BEES MAN. BEES HAVE HIVES"



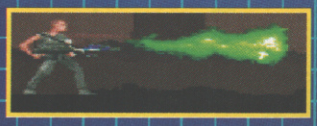
"NEXT TIME THEY WALK RIGHT UP AND KNOCK"

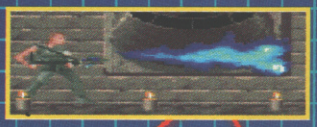
Don't you sometimes wish you could see around corners? In the SNES version of Alien 3 you're given the next best thing – the motion tracker. As its name suggests, this swanky piece of kit will track anything that is moving in your immediate vicinity, giving you plenty of warning of anything that tries to catch you unawares. The motion tracker also picks up any trapped prisoners so you can locate them easily. Shame it doesn't pick up any icons though, 'cos that would be really handy. There are two main differences between the motion tracker on this version of Alien 3 and its Megadrive forerunner. For one, the motion tracker on the Megadrive version required batteries to keep it running, but this one doesn't. Second, the Megadrive tracker could be left on-screen all the time if you so wished, while this one can't. The problem is that when you push Select to bring up the motion tracker, it appears in the space where all your weapons are logged. This means that, as soon as you fire a weapon, that weapon will appear in its place. This can be very annoying at times, but it's easy to get it back up on-screen so it's not too bad.



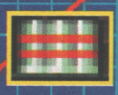
"DO YOU HAVE ANY NEWS ABOUT MY DAUGHTER?"

Anyone who's seen the movie will know that there are no weapons of any sort in Alien 3 . Luckily though, Acclaim has managed to sneak more than a few into the game. Ripley is armed with three different weapons: the flame thrower, grenade launcher and, of course, the ever-trusty Pulse rifle. You start off with all three weapons fully topped up and, whereas the grenade launcher is pretty much guaranteed not to run out, the Pulse rifle will need constant re-loading and the flame thrower can get a bit low when you're moving around in the tunnels a lot.

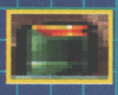




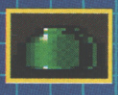
ICON GUIDE



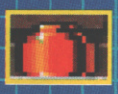
GRENADE PICK-UP: This will give you a clip of ten grenades.



AMMO PICK-UP: This will give you one full magazine for your Pulse rifle.



GREEN FLAME PICK-UP: This will refill your green flame thrower.



FLAME PICK-UP: This will refill your flame thrower.

FIRST AID: This will replenish 20% of your energy.

ON THE *OTHER* HAND

CONTRA III : £49:99

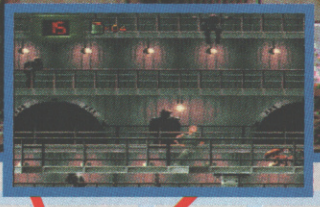
This is a blast fest to the end. Contra III (or Super Probotector, depending on the version you purchase) pushes the Super NES to its very limits with some of the most stunning visual effects yet seen on the machine. Only play if your heart can take it; this is intense!

93 %

REVIEWED: CVG No126

You need energy fast.

Tut tut, what a wasteful young lady.

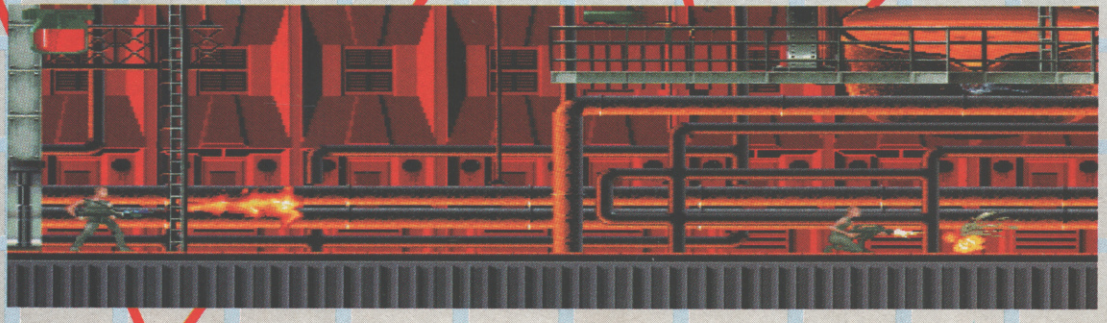


Now that's how to waste an egg!

VERDICT

There's no denying that the Megadrive version of Alien 3 was a very good game – the CVG boys still play it now. At least, we did until this Super NES version came crashing through the letterbox! Honestly, this is a stunning conversion of the movie, combining the best bits of the Sega game (which means the blasting parts) with a healthy portion of heart-pounding searching around the prison planet to complete the plethora of missions available to you. This is a massive cartridge – it took us about three days to get to the end of what we thought was the game, but what in fact turned out to be only the first level! Graphically gorgeous and sonically far, far superior to a lot of current SNES outpourings, Alien 3 captures the atmosphere of the film – and then some. In short, it's a smash!

PAUL RAND



SUPER NES

PROS: Atmospheric, addictive, rock-hard .

CONS: Most levels look very similar, and the animation of Ripley is a little suspect.

GRAPHICS — Excellent backdrops, with brilliantly detailed and animated sprites. **93 %**

SOUND — Stunning music and effects combine to give unrivalled atmosphere. **95 %**

GAMEPLAY — Very addictive and very hard – you'll be playing well into the wee small hours. **94 %**

VALUE — It may be £50, but believe me, it's £50 well spent. **93 %**

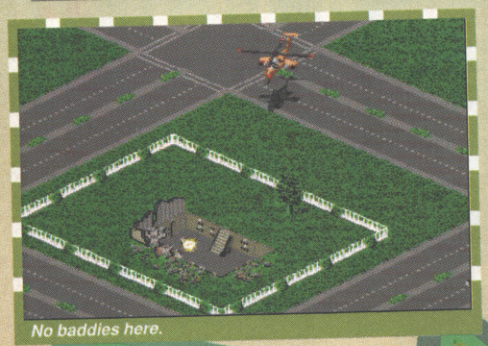
MISS OK! HIT

94

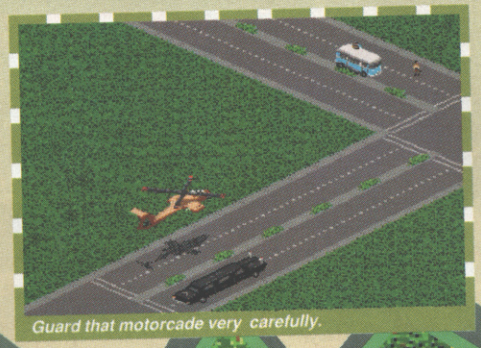
REVIEW

MEGADRIVE ▶ by ELECTRONIC ARTS ▶ £40.50

OUT: June. Contact Electronic Arts (0753 549 442) for more information.



No baddies here.



Guard that motorcade very carefully.

Go on – I double dare ya.

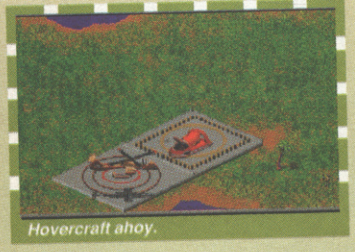
DESERT STRIKE SHIFTED MORE MEGADRIVES THAN ANYTHING ELSE — AND NOW ITS SEQUEL'S HERE!

JUNGLE STRIKE

Cast your mind back to the time when you trashed a Middle Eastern thug. While you were bathing in the praise heaped upon you for your heroism, his equally evil offspring was plotting revenge. As luck would have it, the twisted genius stumbled across his dad's extraordinary cache of nukes.

Hurrah! – a huge blow for world peace?

A Pacific island has been atomised. The yanks have got pictures of the perpetrators, who are the notorious Drug lord, Carlos Ortega, and son of the Desert Strike madman, IBN Kilbaba. Spy satellites have unmasked a plot to incinerate Washington DC in revenge for interfering in the baddies' drug cartel. Once again you've been ordered to rid the world of menace. But you'd better hurry, time is against you...



Hovercraft ahoy.

Talk about close encounters.

ON THE MAP

Each campaign is packed with all manner of enemy equipment. It's essential to do things in the right order and only blow up the things you're supposed to. To help, the map gives you a breakdown of what's what on the ground. Use it to locate anything from your next objective to a fuel drum. Your helicopter is represented on the map by a square. Once again, remember to use your map at all times, especially on the later levels. For instance, if there's an ammo crate next to a Terrorist's Headquarters, leave it and get another one. That leaves, a fresh ammo crate for you .

Lumme mummy! A horror pad!

Take the plane or the Comanche?

You've got to waste that bridge.

VERDICT

EA promised great things for Jungle Strike and they have delivered. It combines all the best features of Desert Strike and some brilliant new ideas to boot. The range of scenarios is huge – from Washington DC to the Jungle to the North Pole! You don't have to stick to flying a Comanche either! You can jump in a hovercraft or a top, new spanky F117A! Every aspect of the gameplay has been finely tuned and, as a result, Jungle Strike is more fun than even the original. A superb sequel that's set to do sell truckloads – not to mention thousands of Megadrives as well!

PAUL ANGLIN

PACK IT UP? NO PICK IT UP!

The Comanche may be one of the most streamlined and efficient killing machines yet devised, but even it needs to have its weapons topped up from time to time. The ammo crates are found in two different ways: either pick up the ones lying on the ground, or, if you find the ammo trucks, which isn't particularly hard to do, you can waste them, reaping a nice fresh crate for you to plunder. Be warned though, your Comanche can only hold one full ammo crate at a time, so only collect when you've zero weapons.

SO WHAT'S NEW?

So is Jungle Strike better than Desert Strike? The screenshots show that the game has undergone some pretty drastic changes. There's a vast range of scenarios and you even get to control a Stealth fighter! The basic gameplay hasn't changed all that much, although it has to be said, the chopper handles much better in this new version.

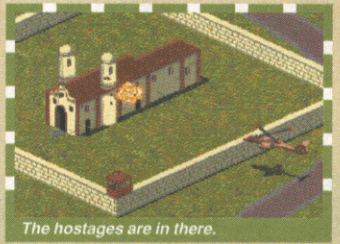
A VIEW TO A KILL

1. This is the main screen where you can view everything about the mission.
2. Go to this icon to see which part of the campaign you're in.
3. Go to this icon to see what still needs to be bombed.
4. This shows you which part of the mission you are currently viewing.
5. These counters show how much ammo you've got left for each weapon.
6. Everything you need to know about the state of your chopper.

This is where you get your briefing.

WHAT'S THIS? A BLOODY TAXI SERVICE?

In the heat of combat, your chopper can take a bit of a battering, so repair it pretty frequently. There are two ways of doing this: firstly, if you're lucky you'll be able to pick up an armour repair kit that just happens to be lying around; secondly, take advantage of the quick repair service when you can drop off soldiers at the Landing Zone You'll get 50 points for each person dropped — so it's worth collecting a load of men straight away so that, as soon as you get into trouble, you can drop them off and get sorted, rather than having to hunt around for a kit.

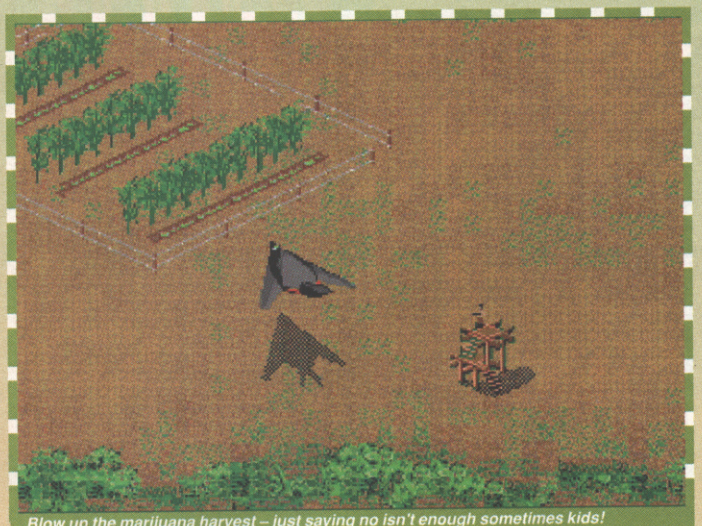


The hostages are in there.

Quick! Top up your energy.

It's gonna blow!

Now look at all that snowy detail.



Blow up the marijuana harvest – just saying no isn't enough sometimes kids!

PLANES, TRAINS & AUTOMOBILES.

The major difference between Desert Strike and Jungle Strike is the fact that you get to use different vehicles in Jungle Strike. You start off with the standard ones, but, by the time you get through the game, you'll have driven a hovercraft and, in level seven fly F117A Stealth fighter! Currently the most expensive and deadly fighter plane in the known universe, EA give you the controls. The Stealth skims over the terrain and handles like an absolute dream. The plane even has its own weapons, including a bridge-busting bomb and a heat-seeking missile about as powerful as the Hydras (although you get a load of them). Hurrah, death to all things!.

One of the night missions... Dark innit?

The bigger they are the harder they fall.

VERDICT

As one my favourite Amiga blasters of all time, I always thought the scenario got a little samey by the end of the game - with 16Mb in the cart, Jungle Strike blows away all these limitations, taking you from Washington DC to the frozen arctic wastes and tropical jungles. It's not just the settings that are more varied, either - there's so much more depth to the missions and so the gameplay is even more atmospheric and involving! I love the different types of vehicle, the night campaigns, the fact that it's all so much BIGGER - oh, it's just excellent in every way. Get it! Get it now!

GARY WHITTA

MEGADRIVE

PROS: Absorbing and very difficult gameplay, made pleasant thanks to superb grafics.

CONS: Umm...errm...well...it could be just a little too 'strategic' for some people.

GRAPHICS	Brilliantly drawn and excellently detailed sprites shift at an amazing pace.	94%
SOUND	Great music backed up by some well 'ard explosions.	93%
GAMEPLAY	Very very addictive, very very hard and just brilliant in every way.	95%
VALUE	Nine unfeasibly large campaigns that will take you ages to get through.	95%

MISS OK! HIT

95

SAD FOLK START HERE

STEVE

So, you can only get to level 2 eh? You sad cretinous, useless, negligible halfwit! Maybe you should try playing Mario Bros on one of those sad LCD game&watch things; you might actually be able to manage that! If you're stuck here though, just be very careful with your armour and top up as often as you can.

NOW, YOU'RE GETTING BETTER

GARY

You're obviously used to handling your meaty chopper. But you'll have to stay alert if you want to beat the drug lords. Here's a handy tip: If a building needs blowing up, fly close to it and emerge just around the corner. This way, you stay out of range 'til the last minute, allowing you to trash the gun installments.

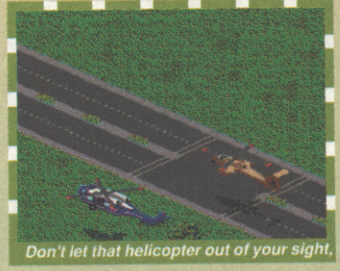
AT LAST, YOU'RE WELL' ARD!

PAUL

Level 7 is where the top nobs play! Once you're this far you deserve to star in Wings Of The Apache! By now you should have mastered the use of the jink button. Main thing to remember now is to take out any enemies BEFORE you fly around installations. There's some reaaly big guns out there.

THE FORMER MASTER

To give you some idea of what Jungle Strike has to live up to here's a quick rundown on how well its predecessor did: Desert Strike was first released around '91 and sold absolutely stacks of copies. Not only that, but it also persuaded many-a-person to go out and exchange cash for a Megadrive! Then, late last year, Desert Strike sprinkled the same magic dust on the SNES; last month saw Amiga Desert Strike. What's the possibility of Jungle Strike moving onto other machines? EA are saying nothing but we reckon it could happen.



Don't let that helicopter out of your sight.

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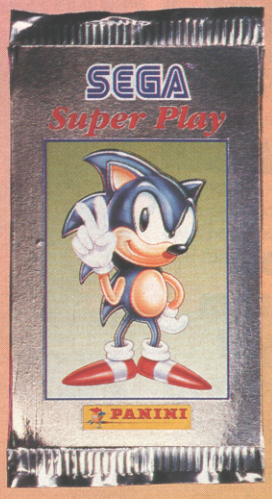

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PANINI

REVIEW

MEGADRIVE | by SEGA | £39.99

OUT: May. Contact Sega (071 373 3000) for information.

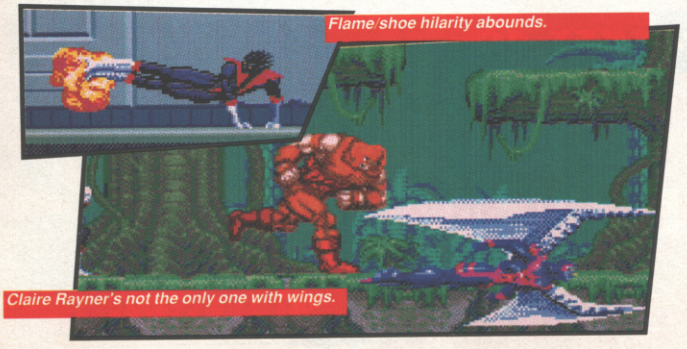
X-MEN

You'll believe that a fit lass can fly!

Punch that large, colourful thing!

The latest release from Sega is yet another licenced platform game. Will this cart be good enough for super hero status?

You've got to hand it to these console games companies. They really know how to keep coming up with original ideas. After months of wondering if there would ever be an end to unoriginal products, Sega has silenced all the critics by releasing... oh, another arcade-style platform game. Sorry, that didn't really work did it? Yes, X-Men, the long-awaited video game version of the Marvel Comics team of hero mutants, is a jump-about-and-beat-up-the-enemies extravaganza in the traditional style. But is it different enough to stand our from the crowd?



Flame shoe hilarity abounds.

Claire Rayner's not the only one with wings.

CHARACTER ASSASSINATION

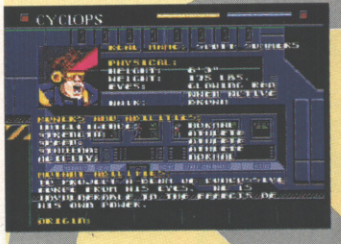
Although there are loads and loads of different X-Men in the comics, you can only choose to control four of them. So, let's see what special powers and stuff each one has to offer...

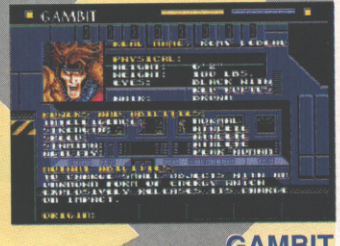
CYCLOPS

So called because of his strange visor type attachment, Cyclops is able to project a searing hot beam of laser light from his eyeballs, burning right through any baddies that get in its path. Using the correct combination of moves he can also perform the Optic Blast Spin Attack, which is seriously crucial.

WOLVERINE

Our personal favourite because he's so hard, Wolverine has lethal steel claws instead of fingernails which can shred an enemy in the blink of an eye. The claws are really his only weapon, so all his other special moves, such as lunge attacks and spinning slash, revolve around these retractable razors.





NIGHT CRAWLER

Night crawler is a bizarre Panther like character capable of teleporting through solid objects. This is very handy, but unfortunatley it leaves him a bit short in the fighting department, as all he can do is kick and jump around. Wimp!

GAMBIT

This bloke is by far the most ridiculous of the lot. Frenchman Gambit kills his enemies by throwing - get this - electrified playing cards at them! He also carries a staff that he slashes and spins around to kill close range bad guys.

VERDICT

The main problem X-MEN is that each of their abilities are used in a very limited form. Nightcrawler has just two special moves and your control is limited to duck, sproing, and slash. If a proper arsenal of fighting moves had been used for you to beat your enemies SF2 style, then this could have been a real winner. Instead, what you've got is a very standard platform romp, with nice graphics that you have limited control over. What is left is an average game with some nice tunes and effects and tasty graphics that don't do very much. A wasted opportunity.

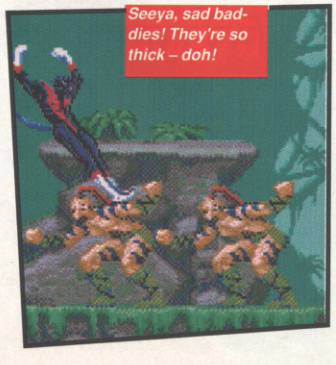
GARTH SUMPTER

X-CELLENT CHARACTERS?

If you're not into Marvel Comics you won't be familiar with the X-Men characters, so here's a quick snippet to tell you just what the heck they are. A bunch of mutated superheroes who, due to being bitten by radioactive insects/blasted by gamma rays/experimented on by the government etc, have acquired amazing mutant powers and terminally silly names like Gambit, Nightcrawler and Wolverine. Brought together by some doddery old bloke in a wheelchair, the X-Men constantly have to save the world from an equally mutated band of super-villains and, in particular, the ever-devious Magneto. And he's been up to his old tricks again...

THE X-CITING STORY?

Magneto has devised an evil plan to infect the world's computers with a deadly virus - but to succeed he needs the X-Men out of the way. So, he transmits the virus to the X-Men's secret HQ on Earth and gains control of the computer that generates their holographic training ground. With the X-Men trapped inside the deadly world of holograms and Magneto in control of the game, our mutant heroes will have to use all their special powers to escape!



Seeya, sad baddies! They're so thick – doh!

X-CRUCIATING?

The clever thing about X-Men is that you're not limited to controlling just one character. Each super hero has unique special abilities, that you'll need to use to get past some of the game's trickier obstacles. Nightcrawler's teleportation powers are ideal for getting past brick walls and things so it's a good job, that you can swap between the four characters as many times as you like. Simply pause the game to bring up the X-Menu, select one of the other three heroes and presto! You're transformed into the new character! You may have to swap characters fairly often, since their special powers, like their energy, are limited and need a rest every now and then to recharge. Oh, and some of the other X-Men make guest appearances in the form of special smart bombs (they whizz on and kill all the baddies for you when summoned) along with Marvel Girl, who puts you back on the map with her tractor beam eyes when you fall off.

That man's got a vine growing out of his head!

Uh-oh – face-off time for an X-Man.

You've died. That's quite sad, really.

VERDICT

Not being a comics fan like some other writers, I was able to approach the X-Men game without stars in my eyes – and it's a good job too. X-Men is a credible conversion of the popular comic characters, but gameswise it doesn't offer much that the majority of decent platform beat'em-ups don't already. The main hook is the ability to control different characters with unique abilities, but I must confess it's a novelty that doesn't do a great deal for me. You tend to stick with your fave character and only swap when absolutely necessary, and it soon becomes routine. X-Men looks and sounds great and plays better than the majority of games in this genre, but don't expect anything much above average.

GARY WHITTA

MEGADRIVE

PROS: Excellent atmosphere and good all-round feel.

CONS: A bit fiddly at times, and we've seen most of this before.

GRAPHICS	Nice X-Men sprites and backdrops, but nothing special.	80 %
SOUND	A great collection of tunes and effects.	82 %
GAMEPLAY	It's average platform hack'em-up action all the way.	75 %
VALUE	It doesn't take long for the novelty to wear off, and once it does...	72 %

MISS OK! HIT

72

REVIEW

MEGADRIVE | by KONAMI | £39.99

OUT: June. Contact Konami (081 429 2446) for information.

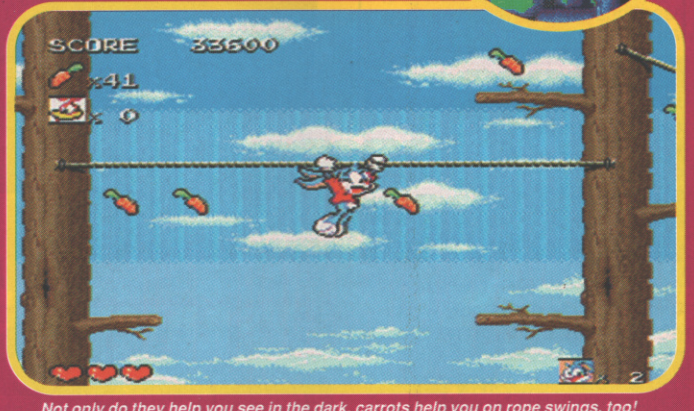
TINY TOONS

Buster's Hidden Treasure

THEY'RE TINY! THEY'RE TOONY! AND THEY ALL STAR IN THIS GREAT MEGADRIVE PLATFORM THRASH!

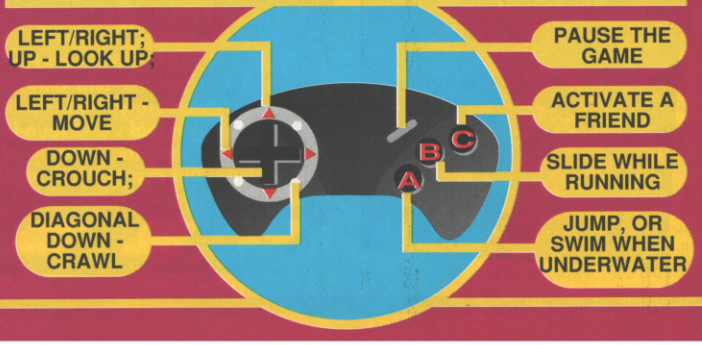
Cartoon rabbits indulging in spring-cleaning? Whatever next! Top Toon Buster Bunny has been given the thankless task of tidying up the Acme Looniversity and, as he toils away, our lad happens upon a tatty old piece of paper that's been stuffed behind the radiator. The paper shows an island which Buster fails to recognise. Nasty Montana Max, on the other hand, knows exactly what it is. 'It's a treasure map!' snaps Max, snatching the sheet from Buster, 'And it's mine!' he cackles. 'A treasure map! Hmm,' thinks the not-so-happy bunny. 'We could do with some extra dosh to sort out the Looniversity.' And with that, off hops Buster in search of Max and the map.

Get that remote from out of Dr Splicer's clutches if you want to save Dizzy Devil! One large, brown thing busted, one blue, tomato-chucking nasty to go!



Not only do they help you see in the dark, carrots help you on rope swings, too!

LOVELY JUBBLY JOYPAD!



DR GENE'S BIG HELMET

So you've got a pretty straightforward task ahead of you, yes? Not at all! Montana Max, in order to keep you busy while he goes off in search of all the lovely loot, has enlisted his two dastardly chums, Dr. Gene Splicer and Elmyra. Dr. Splicer has invented a special helmet which brainwashes the wearer into doing the bidding of whoever holds the remote control. Elmyra has been given the job of kidnapping Babs Bunny, Fifi and Shirley The Loon, and Buster must rescue all of his pals as well as find the treasure to complete the game. A busy bunny this lad certainly is!

SPLICE 'N' DICE

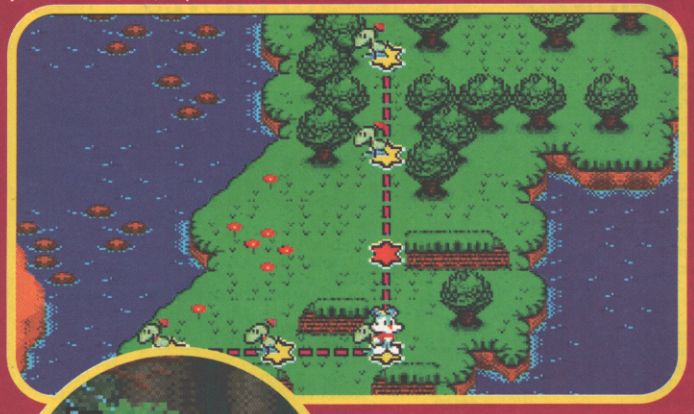
Dr. Gene Splicer can be found at the end of certain levels, holding captive one of your Toon chums ! Each friend has a special helmet on his head which Splicer has fitted to control their minds, and Buster must jump on the dastardly doc's head a number of times to make him drop the remote control which controls the helmet, thereby releasing your buddy from Splicer's grip.

VERDICT

Those of you expecting a conversion of the SNES game, forget it – this is a brand new title, with the only similarities being the characters. There's been a lot of time spent getting the graphics right, and although there's nothing fresh in the gameplay I still found myself glued to the screen. It could have been tougher – the fact that the player is given infinite continues AND a password system doesn't help matters much – but for sheer enjoyment, Tiny Toon Adventures – Buster's Hidden Treasure is up with the good 'uns.

PAUL RAND

Here's the map screen, showing exactly where you are on the, erm, map.



Look out Buster – a rake! Doh! What a silly bunny.

VERDICT

I must admit that I was expecting a straight conversion of the SNES version of this game and was bum faced when I realised that this was not the Tiny Toons that I was expecting. However, I soon warmed to the game because it takes all the best elements of it's cutesy SNES counterpart like superb cartoon-style grraphics and a simple yet demanding gameplay. All the puzzles within the game are progressive and there ae nice touches too! Like the way Buster totters when he's on the edge of a hill or platform and the way he runs through lines of carrot, his legs just a cartoon blur. All these details reflect the fact that the game has been put together properly and is the reason why Tiny Toons' simple class will just shine out!

GARTH SUMPTER

GRAB 'EM WHILE YOU CAN !

Grab the goodies as you go for big points and loads of other fab stuff! Here's the rundown of what's on offer!

CARROT Collect these to pick up bonus points. Pick up 50 carrots to earn a special helper bonus.

HEART Rejuvenates one item of lost energy.

BELL Your energy meter is increased by one heart up to a maximum of five hearts.

CRYSTAL Makes Buster invincible for a short period of time.

BUSTER BUNNY Gives Buster an extra life.

MEGADRIVE

PROS: Excellent graphics, and loads of levels stuffed with baddies.

CONS: The game can be completed quickly if you use infinite continues and passwords.

GRAPHICS	Highly detailed and colourful cartoon sprites and backdrops.	90%
SOUND	Jolly tunes and a suitable array of sound effects.	64%
GAMEPLAY	Quite engrossing, but you'll be a little disappointed with the ease of your progress.	80%
VALUE	Too expensive for a game that you should finish after a week or two.	76%

84

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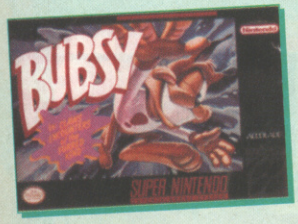

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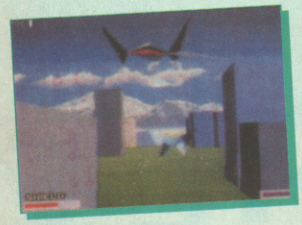

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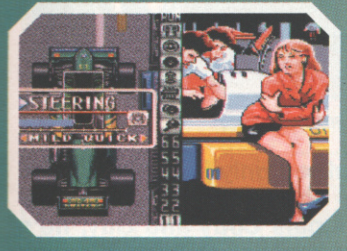
REVIEW

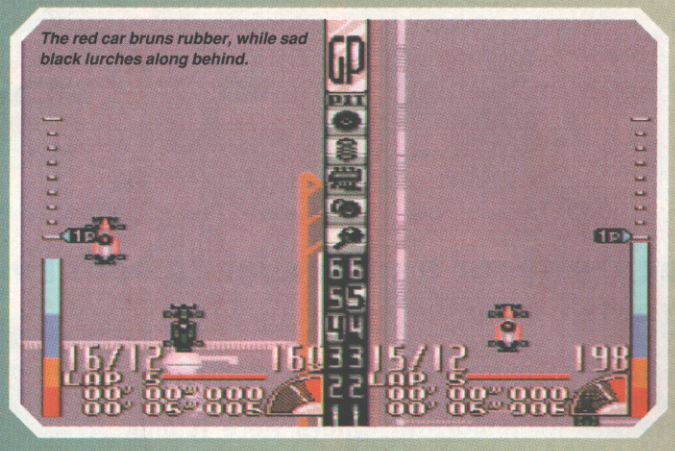
by NAXAT

£40.00

OUT: On import, Thanks to Console Plus (0532 500445) for the review cartridge.

Everyone knows that us Brits are the top-sters when it comes to the wacky world of Formula 1 racing. This per-haps, in a strange way, explains the Japanese need for racing games. Through these, Johnny Foreigner can act out his nation's fantasies of motor racing glory. So get that helmet on, rev your V12 and let rip on the road!





The red car bruns rubber, while sad black lurches along behind.

VROOM! VROOM!

There are loads of racing games already available for the Super NES, so the team behind Battle Grand Prix have decided to make their effort a bit different by giving it a top-down overhead view. The left and right controls rotate the car as it hares around the track, instead of steering it in the more conventional way, giving it an almost Micro Machines-esque feel. However, this is far more of a "seri-ous" race game, and as such is stuffed with options.

SCREECH! SCREECH!

The player can select one of three race modes – Survival, Champion or VS. Survival is a pretty simple knockout contest; should the play-er finish too late in the rankings, he's out of the race. Champion has you racing for points on all the top circuits of the world. VS mode is a two-player head-to-head race. After this, it's time to choose your driver, then it's team selection malarky all the way as you pick your favourite sponsor – if you've chosen wisely, he'll be the one with the most money available to invest in your car and give you a better all-round chance.

VERDICT

Blimey, what's this? Another racing game on the SNES! Battle Grand Prix has some great ideas in it, but unfortunately it's been completely ruined, mainly by the badly-implemented con-trol system. The track scrolls so quickly and the car turns so erratically it's commonplace to over-steer not by accident, but just simply because the game is at fault. There's also the problem that all of the options are in Japanese, so you can't tell which teams and drivers are any good. All in all, Battle Grand Prix is a rather dull and insipid affair best avoided.

PAUL RAND

Selecting your driver and the team you wish to race for is a simple affair, as you can probably guess from this screenshot!

CRASH! CRASH!

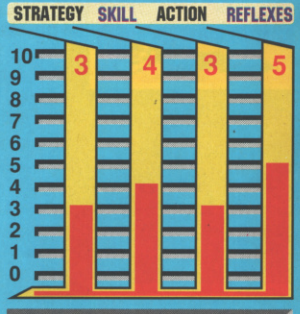
It's possible to modify the weight, steering, tyres, suspension, brakes, transmission and, of course, engine of your speedy steed before each race, setting yourself up in accor-dance with the track itself and also the weather. However, the better the components, the more easily they wear out (there's logic for you), and the more visits to the pits required per race.

SUPER NES

PROS: Plenty of options and tracks to tackle

CONS: Poor responsiveness and bad handling of the car ruin the game.

GRAPHICS	Fairly clear and bright, but certainly nothing special.	72%
SOUND	Droney engine noise and very poor tunes.	64%
GAMEPLAY	Irritating in the extreme, poor controls ruin the game.	56%
VALUE	Costs the same as Mario Kart, and is really no competition.	42%



MISS HIT

52

Post and packaging – Games £1.50 – Handhelds £5 – Consoles £7.50

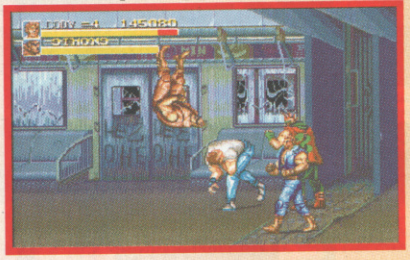
OUT: TBA. Contact Sega (071 373 3000) for information. Special thanks to ACE Consoles (071 439 1885) for their help with the Mega CD.

FINAL FIGHT

The Mega CD has been without a contender to beat Final Fight for the beat 'em up crown...until now.

Oo 'eck - a strange spooky hand.

The Mad Gear gang are a touch unhappy. Up until a few months ago their 'business' was running very smoothly: people were handing over their cash like there was no tomorrow, others were joining their ranks and any who refused to do either were being bounced off bridges. That was until Mike Haggar was elected the new Mayor. In one fell swoop Haggar cleared the city of the Mad Gear's crime, almost as quickly as they had plagued it. The Gears were furious; there was no way they could carry on now, so something just had to be done!



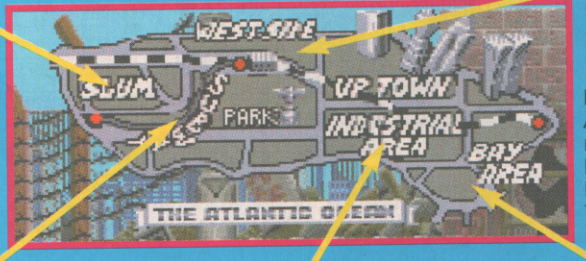
t's 9:30 and Anglin's having trouble with the ticket inspector again.

Mike Haggar could hardly believe his ears. His lovely daughter Jessica, kidnapped by the Mad Gears and her safe return guaranteed only in exchange for the mayor's leniency. However, the ex-Streetfighter champion does not take kindly to threats and has decided that along with his pals Cody and Guy, he's going to get her back before the Mad Gears can even work out how much cash they want for the lovely lass.

LEVELS GALORE!

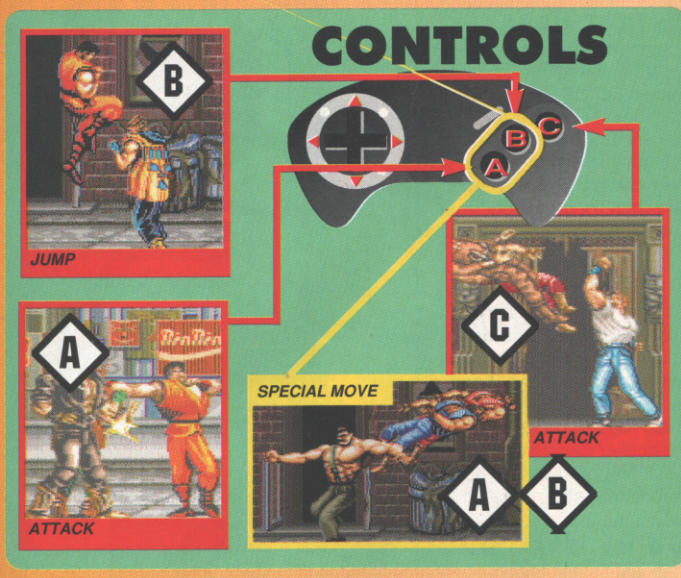
Metro City is made up of six different areas, each guarded by an incredibly hard end-of-level baddy. If you battle your way through to the end of the Slum level, you'll find yourself up against Damnd. This guy's pretty easy – just keep moving and watch out for all his pals that will be running around the screen. The second level is the Subway. Once you've made it past all the drug-crazed killers on the Underground, you'll have to take on the might of Sodom, who can be a bit of a git. Don't just stand in front of him when he's got his swords or you'll end up a kebab! When he runs, pick him off with flying kicks.

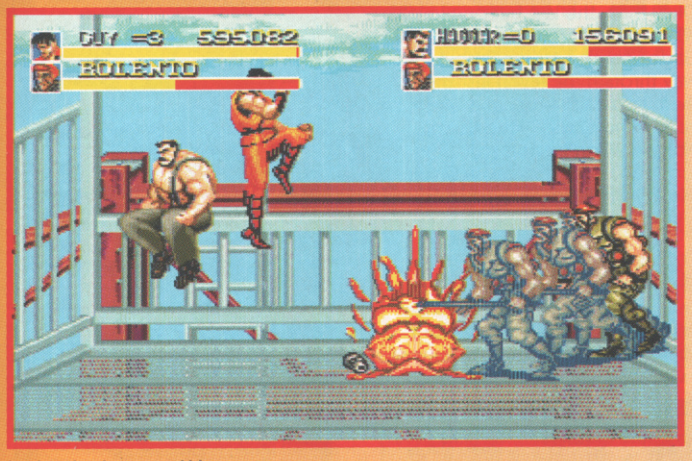
West Side is the location for level 3, the big guy at the end of this is one of the biggest in the entire game. Edie is a huge and rather crooked copper. Looking somewhat similar to the Big Boss man in WWF, Edie is armed with a truncheon and a mean six-shooter. The best way to deal with him is to stick close and use throws. The industrial area makes up level 4 (this is the level that was missed out of the SNES conversion).



There are some really tricky bits here, including a very awkward fiery floor bit. The guardian here is an ex-army type called Rolento, whose hobbies include working for the Mad Gears and lobbing grenades at anyone trying to close them down, so look out! It's best to keep jumping around and watch the grenades intently. The penultimate level takes place at the Bay area. This is full of knife-wielding thugs and loads of leather clad girls. The king of the Bay Area is none other than Abigail. Don't be misled by his girly name, this guy is rock hard. Just pepper him with punches and try to jump out of his way when he runs across the screen. The final area is Uptown. There may be no uptown girls, but there certainly are loads of hoodlums to be dispensed with and when you finally get there it's time to face the big guy. He'll start off in a wheelchair and once you've knocked him out of that, he'll pull out his crossbow. If you're quick enough, though, you can punch the arrows away and then dive in on him. Be careful though, Jessica is his hostage.

CONTROLS





Look at that for a speed blur.

Right on the chin.

Look at the air on that kick.

DIFFERENT CHARACTERS

The main drawback with the SNES version of Final Fight was the lack of Guy (or Cody if you bought Final Fight Guy). Luckily though the Mega CD version has all three characters in. In case you've missed it, here's the profile on the lads.

CODY

Occupation: Streetfighter/all-round top boy.
Height: 5'11'
Weight: 187lb
Cody's speciality is the ancient art of Karate. His exceptional speed means that he can dodge a lot more blows than Haggar and then stun opponents with his considerable strength. Haggar and Guy can only throw knives, but Cody's expertise means that he can slash with them, causing a lot more damage.

HAGGAR

Occupation: Mayor/ ex-Streetfighter
Height: 6'8"
Weight: 297lb
Being the ex-Streetfighter that he is, Haggar is something of a powerful lad and has a tendency to slam his opponents into the pavement. He has a considerable array of moves, including his double lariat which was supposedly copied by Zangief of Streetfighter II fame – blimey!

GUY

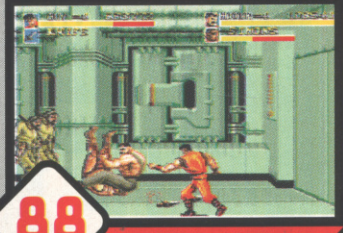
Occupation: Ninja
Height: 5'10"
Weight: 158lb
Guy's main attribute is his speed, used to confuse opponents whilst he attacks with a superb combination of moves. His strength isn't tops though, so you'll have to work hard to win through!

VERDICT

Ever fancied buying your own Final Fight coin-op? Well forget that, the Mega CD version is even better! Capcom have shoe-horned absolutely every aspect of the arcade original onto the CD. There have been no compromises anywhere – all three characters are in there, all six levels AND the two player mode! The gameplay has aged superbly and after nearly three years this is still as playable as it ever was, not to mention damned hard! The fight action just never lets up and not once is there even a hint of slowdown. Final Fight also displays some of the fastest disc access times I've seen on a home CD machine and this gives the game that really polished, arcade feel. Forget Streetfighter II – THIS is the best coin-op conversion ever!

PAUL ANGLIN

ON THE *OTHER* HAND



FINAL FIGHT SNES

It's been available for a while now and it's excellent. However, there are only two characters, five levels and no two player option. It may not be perfect, but it's not too far off.

88%

REVIEWED: CVG No128

WEAPONS AHOY!

Seeing as Cody and the rest of the bunch are somewhat outnumbered, it's perfectly acceptable for them to use any object they find lying around on the floor with which to do in the Mad Gear gang. And it just so happens that there are all manner of rather nasty weapons scattered around the landscape.

The first thing you'll come across is the knife. This is handy for lobbing at enemies but if you're controlling Cody, then you can also slash people with it. For the slightly more brutal amongst there are even sections of lead piping lying idle that can be used to bludgeon members of the Mad Gear into submission.

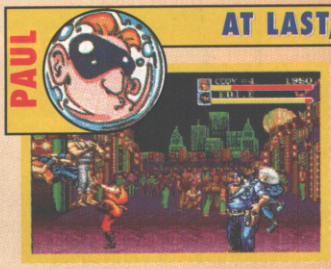
SAD FOLK START HERE

If you can't make it up to Sodom then something is seriously wrong. Maybe you'd be better off leaving your Mega CD to one side and attending the odd garden fete like real mayors. But if you need my help then try using your special attack when you're surrounded.

NOW, YOU'RE GETTING BETTER

Well if you've made it this far you're really starting to get to grips with Haggar and the boys. Keep on your toes 'cos things get harder now. When you're up against Edie, throw the smaller baddies into him to knock him off balance, and most importantly, stick close to him.

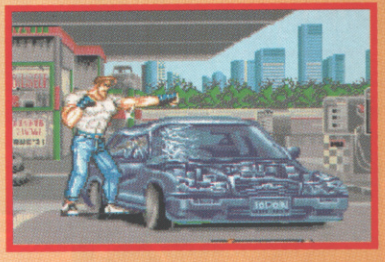
AT LAST, YOU'RE WELL 'ARD!



Okay then, the last but one level! When a load of Hollywoods and El Gados coming at you (about mid way through the level) just throw them into each other and they'll be gone in no time. A little tip for Abigail: When he gets mad (he turns red) and runs towards you, use a flying kick.

BONUS STAGES

Every now and again, the boys decide to take a pop at something that can't hit back. First of all it's a lovely new car owned by one of the Mad Gears. You get thirty seconds in which to scrap the car with either your fists or the piece of lead piping that is lying at the side of the car. Fans of Streetfighter II will be more than familiar with this. The second smash stage is in a glass factory. There are panes of glass lined up and you have to destroy them all within the thirty second time limit. If you hit the glass in the right place it will smash instantly, if however you catch it wrong, it will spin round and whack you in the face causing you to lose valuable time.



MEGA CD

PROS: For the price this is the cheapest arcade machine you'll ever buy!

CONS: Errm... well it's getting a little old now.

GRAPHICS	The words "arcade perfect" hold true meaning here. These really are spot on.	95%
SOUND	Coin-op tracks are not only faithfully reincarnated, but also beefed up a little.	94%
GAMEPLAY	Absolutely frantic beat 'em up action and it gets even wilder with two players.	95%
VALUE	Plenty of fighting fun here especially with a second player.	93%

95

VERDICT

Glowing praise from Mr Anglin there, and that's hardly surprising, considering he's as mad about Final Fight as I am about Kick Off! This is indeed the fine conversion that the lad says! Everything's in there – the excellent graphics (all the characters are extremely impressive, as are the many moody backdrops), the plethora of meaty tunes and sound effects, and the frenetic beat 'em up action. There's the two-player mode and third character which the SNES version didn't have, and an extra level that even the coin-op didn't possess! It's expensive, yes, but you're going to have to expect to pay slightly over the odds for Mega CD games in these early stages. And you certainly should buy this – it's the best Mega CD title to date!

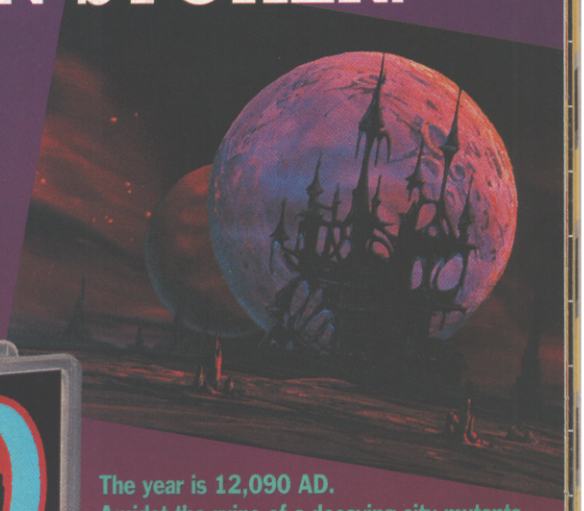
PAUL RAND

PICK-UPS

What with all this top scrapping, ithe heroes can get a little worn out after a while. Luckily there are plenty of edible items lying around on the floor for your consumption. To pick them up, simply crouch over them and push attack. A range of different food power-ups to refill your energy can be found – some of them are lying around on the floor, but on later levels they will mainly be hidden in barrels and things, so it's always worth destroying a bit of the scenery to try and locate an energy-replenishing bite.

MORE POKER THAN STOKER!

Vampire Hunter D



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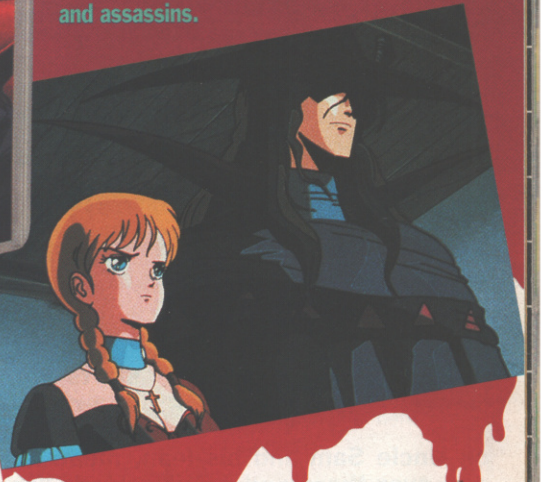

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REVIEW

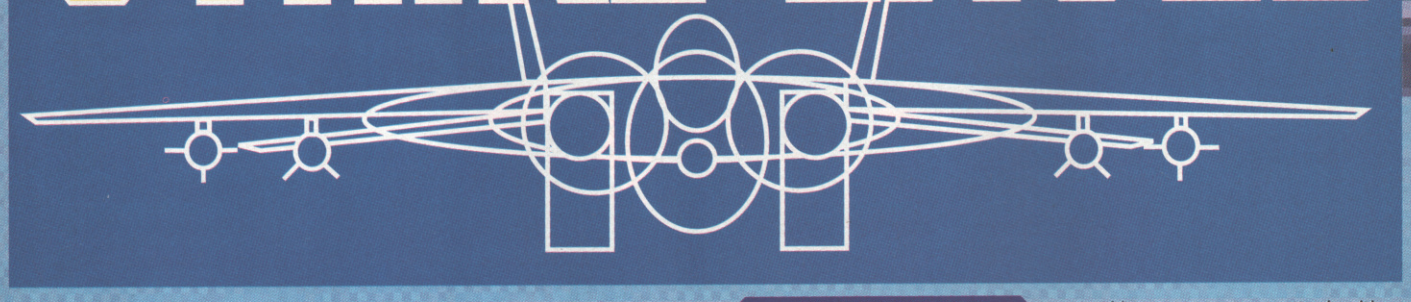
SUPER NES ▸ by MICROPROSE ▸ £49.99

OUT: On import. Thanks to Console Plus (0532 500445) for the review cart.

Watch out for anti-aircraft flak – it hurts!

Please fasten your seatbelts...

SUPER STRIKE EAGLE



A REAL flight simulation for the Super NES at last? Well, not quite...

It's almost comforting to know that, whenever some tinpot army starts kicking up a stink in a remote corner of the world, we can always rely on Uncle Sam and his lean, mean killing machine to pop over there and get it sorted. Yep, no-one knows more about having wars than the Americans, and these days they've got enough sexy killing technology to make them look hard and cool even when they lose. One such very swish piece of kit is the F-15 Eagle, which has not only struck several blows for truth, justice and the American way (hurrah!) over the years, but has also provided Microprose with a series of flight sim blockbusters on floppy formats and now on Super NES. So, strap yourself in and prepare to kick Gadaffi, Saddam and the rest of the warring loonies out of your no-fly zones!

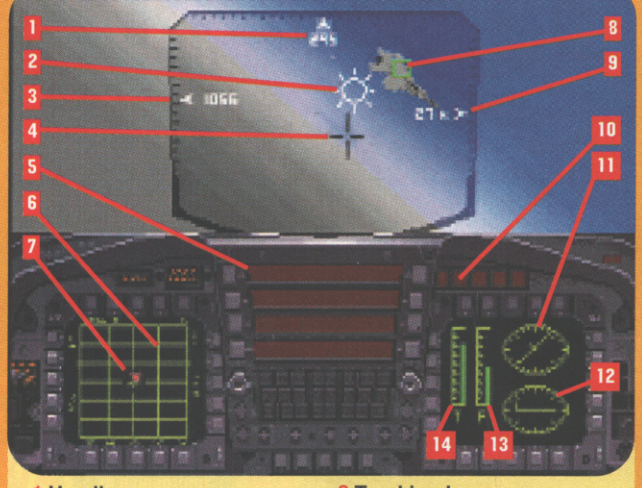
PUT 'EM UP!

Once an enemy plane gets into firing range, the action switches to a conventional first-person flight sim view. From here you have two options – fight or flee. On full afterburner you may be able to escape and get back on with your mission, but that gobbles up a lot of fuel, so the best option is to go for a quick kill. Once you've got the enemy fighter in your sights and in range, you can attack with your cannon or Sidewinder missiles – the latter of which will only guarantee a kill if you can hold the target in your sights long enough to get a positive lock. Enemy missiles are the main threat here, so be ready with chaff and flares when the onboard computer warns you that a missile is on your tail.

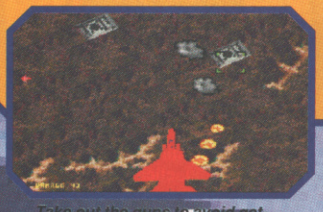
TAKE THAT!

Once you fly over one of the designated ground target, the REAL action begins! In this Mode 7-tastic action section, you fly your Eagle over the rotating landscape below, dodging anti-aircraft fire and trying to knock out the target installation. To do this you need to gain altitude, then swoop down on the target and hit it with either cannon fire or an air-to-ground missile before pulling up again and flying away from the scene. Once you're away and clear, it's on to the next target!

HUD (HEADS UP DISPLAY)



1 Heading.
2 Aiming reticle.
3 Current speed.
4 Gun boresight.
5 LED Message box.
6 Radar screen.
7 Position of enemy fighter.
8 Tracking box.
9 Altitude.
10 Incoming missile warning.
11 Roll.
12 Pitch.
13 Fuel.
14 Throttle.



Take out the guns to avoid getting hit (like this).

The United Nations flies its flags at half mast when you kick the bucket.

VERDICT

I'm in no doubt that Super Strike Eagle is one of the best and most original games on SNES in quite a while. It's not a real flight simulation in the true sense, but that's all to the good because we all know how slow and boring the more "serious" sims can be. What Microprose has done is transform its F-15 sim into a fast, action-orientated game while retaining some of the original's deeper, sim-like elements – the result is a game with plenty of arcade action on offer, combined with an important tactical side that means you constantly have to think and plan out your next move. With great graphics and oodles of atmospheric sound and speech adding to the fun, I'd recommend that you put Super Strike Eagle right at the very top of your SNES shopping list immediately!

GARY WHITTA

Flying low allows you to avoid AA fire, but it's very risky!

TOP GUN TARGETING

When selecting which targets to attack, bear in mind that each type of installation, when destroyed, may award you a special bonus. Here's a rundown...

OIL REFINERY

(3,000 Points)
Knocking out this target awards bonus fuel to your F-15.

TANKS

(3,000 Points)
100 rounds of cannon ammo are on offer for tank-busting.

ENEMY AIRBASE

(2,000 Points)
Blast the runways to prevent any more MiG fighters launching.

CHEMICAL PLANT

(10,000 Points)
Blow this up for 12 new batches of chaff.

ARMS DEPOT

(5,000 Points)
12 air-to-air missiles are on offer here.

AIR DEFENCE HQ

(1,000 Points)
Knock out one of these and they can no longer launch SAMs.

SCUD MISSILES

(3,000 Points)
12 AGM missiles are the prize for knocking out these.

ARMY HQ

(10,000 Points)
When destroyed, SAM launches are suspended briefly.

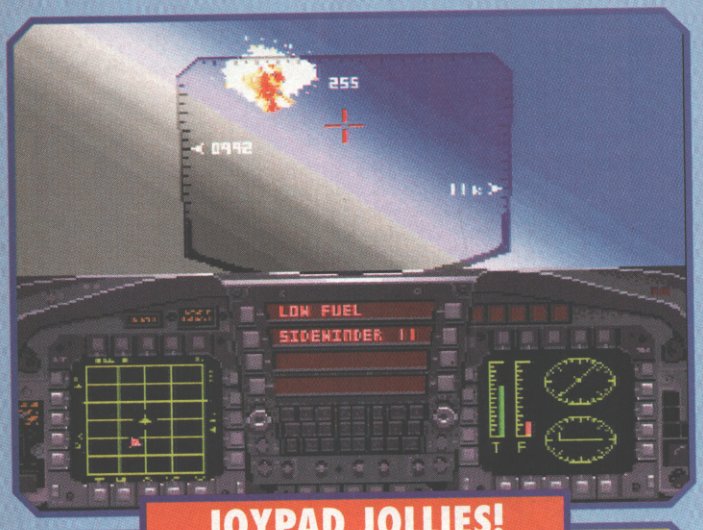
TERRORIST CAMP

(5,000 Points)
Destroying this target earns you 12 new flares.

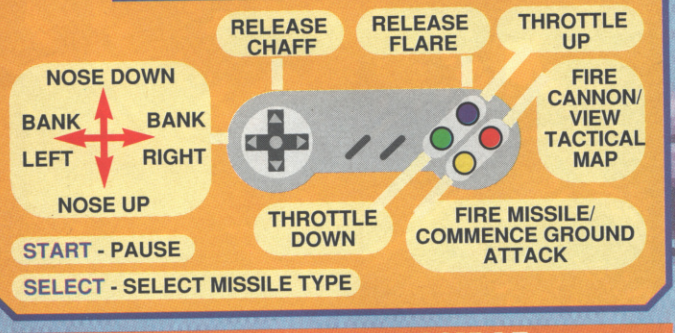
NUCLEAR WEAPONS

(15,000 Points)
Blow this up for a big surprise!

STRIKE EAGLE



JOYPAD JOLLIES!



MISSIONS IMPOSSIBLE

Super Strike Eagle is broken down into four campaigns, each set in a different part of the world and consisting of a number of increasingly tough missions. After a simple training sortie, you begin your tour in Libya, then progress to the Gulf, Korea and, finally, Cuba. As you give each country a good walloping, they cave in and join the United Nations like all good countries should. In each campaign, the map of the theatre (that's a military term for the place where the argy-bargy happens) remains the same, but the targets get tougher and increase in number as the missions go on.

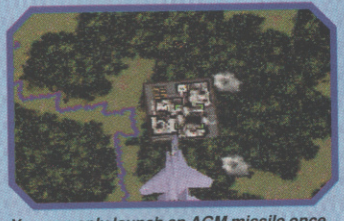
VERDICT

When I first heard that Microprose was converting F-15 Strike Eagle to SNES, I expected something more akin to their flight sims than an arcade action-based blaster. The latter is what you get though, and I for one am not complaining! Each mission is packed with features, not to mention excellent graphics – Mode 7 has been pushed to the limit, and everything fairly rattles along at a pace that may catch you out when you first pick up and play. The downside to Super Strike Eagle is that there's not much diversion from the path laid out in the first level – encounter an enemy plane, fly about on the map screen then switch to Mode 7 view and dive-bomb an enemy installation. Still, what's here is the tops; I'll be tinkering with this for a while yet.

PAUL RAND

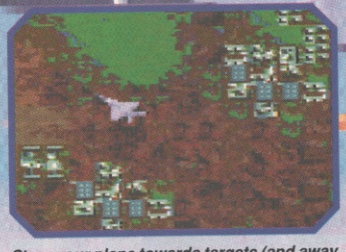
GET ORF MY LAND!

Getting hit by enemy fire causes damage, and with limited fuel and weapons available, you'll need to fly back to the friendly airstrip or aircraft carrier to top up supplies and patch up the aircraft. Landing is one of the toughest parts of the game, as you have to come in at exactly the right speed and angle to avoid splashing yourself all over the runway. Once you've landed, repairs and re-arming are automatic, but you can only do this twice in each daytime mission – during night missions you're not allowed to re-arm at all, so the whole kit and caboodle must be done in one go!



You can only launch an AGM missile once it's locked on.

Use the tactical map to find your way around.



Steer your plane towards targets (and away from baddies) on the main map.

TAKE OFF!

Each mission's objective is simple – knock out all the ground targets given in the preflight briefing. There can be just a few, or dozens of different installations targeted for a mission, and they're all protected by SAM missile sites and enemy MiG fighters (which take off from the many airbases), so you've got your work cut out. Most of the flying is done on the large scrolling tactical map – simply point your plane towards your objective, and once you fly over it you, go in for the kill. The real trick with this not to let any of the enemy missiles or planes get too close – chaff and flares can be used to decoy SAMs, but if a persistent MiG pilot gets close enough to engage, you have no choice but to get into a dogfight with him.

SUPER NES

PROS: A brilliant mix of arcade-style blasting and strategic planning.

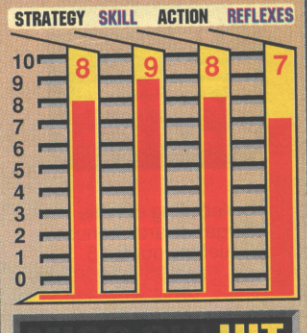
CONS: It's often too hard to land the F-15!

GRAPHICS 89%
Lots of variety, and particularly impressive in Mode 7 air-to-ground attack scenes.

SOUND 86%
The tunes aren't up to much, but the sampled effects and speech are top rank.

GAMEPLAY 90%
Whether you like blasting or a tactical challenge, this has got the lot.

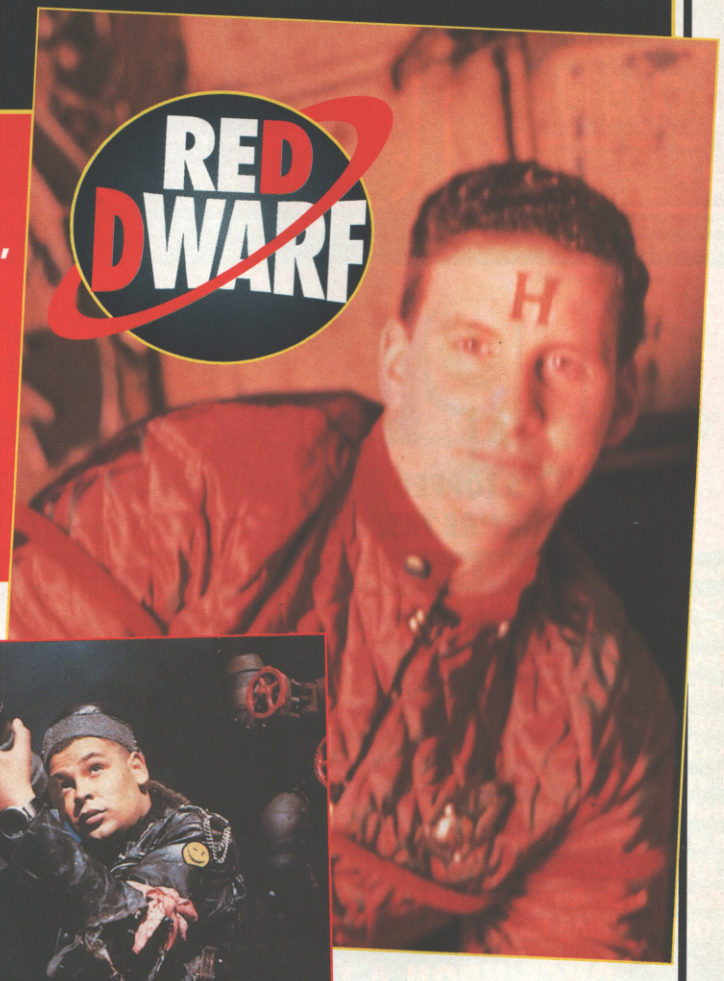
VALUE 90%
Four campaigns, dozens of missions and a handy password system!



MISS HIT

90

THE BOYS FROM THE DWARF ARE BACK...



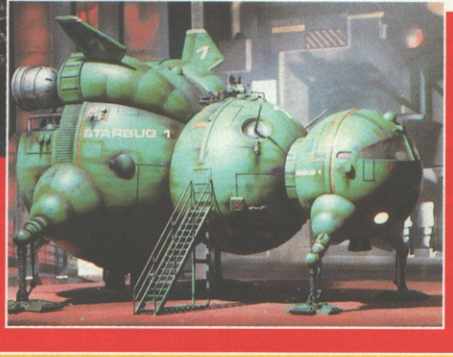
That's right... TV's most spaced-out crew can now be found every month, down at your local newsagents in the absolutely brutal and official new-look...

RED DWARF SMEGAZINE!

No.2 on sale May 27th

Featuring the RED DWARF stories they could never tell on TV!

Plus star interviews and an EXCLUSIVE peek behind the scenes of the brand-new series, and THREE great prize competitions!



We're also throwing in TWO FREE POSTCARDS of *LISTER* and *STARBUG* plus a super PULL-OUT POSTER!

The official RED DWARF SMEGAZINE is 48 glossy pages of boss reading for just £1.50. Available on the last Thursday of every month from all good newsagents.

You'd be a smeg head to miss it!

REVIEW

by TEAM 17 — £25.99

OUT: Now. Contact Team 17 (0924 201846) for information.

Nudge nudge, wink wink... it's the Superfrog fruit machine!

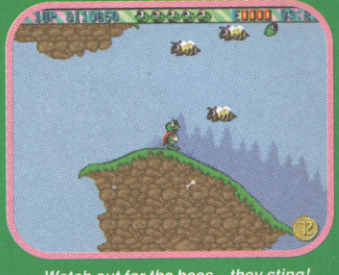
Brrr! It's chilly down in the ice caves.

More sub-zero shenanigans in Superfrog's frozen world.

SUPERFROG

TEAM 17'S TOPPED EVERY OTHER ARCADE GENRE ON AMIGA – NOW THEY'RE TRYING FOR THE CUTESY PLATFORM CROWN!

Just what is it with these guys from Wakefield? A couple of years ago they were writing demos for the Public Domain circuit, and today they're among the hottest Amiga games developers around! Since the excellent Alien Breed back in 1990, Team 17 has become the computer shoot 'em up field with Project-X, kicked Strider into touch with the excellent Assassin and revived the Amiga beat 'em up scene with the Streetfighter-smashing Body Blows. Now though, they face a much tougher challenge, taking on the might of the full-to-overflowing cutesy platform genre! Can they continue their Amiga rollercoaster ride with yet another hit? Only reading this review will reveal all...



Watch out for the bees – they sting!

The hydraulic spikes in the castle can be a real pain in the ass.

ONCE UPON A TIME...

...there was a frog. And that, bar all the usual baloney about a kidnapped girlfriend, an evil witch and a bottle of Lucozade with magical powers, is all you need to know of the Superfrog story. Cutting through all the standard platform-game spiel, what it boils down to is a high-speed, Mario-style platform actioner in the classic tradition. Complete with cape, Superfrog has to leap his way across five worlds before he can banish evil and be re-united with his betrothed. Ribbit!

WORLD HOPPER

Superfrog's quest takes him across five sprawling worlds – the enchanted forest, haunted castle, big-top circus, Egyptian land and finally that old favourite, the ice world. Froggy's objective on each level is simple – dash about the place and collect enough coins to open the magic exit, then find the door and whizz on through! Sounds easy? Don't you believe it. Each world's evil denizens will stop at nothing to turn Superfrog into toad-in-the-hole, and initially the only way you can fight them is to bounce on their heads. Hold on, isn't this all sounding a bit familiar?

VERDICT

Well, I'm impressed. Superfrog comes closer to emulating the look and feel of a classy console platform game than any other Amiga title I've seen. It looks, sounds and plays as good as a top-grade Japanese platformer, and while the likes of Mario and Sonic have the slight edge in terms of atmosphere and character, Superfrog is by far the best thing to happen to the Amiga platform scene in yonks! It thrashes all other contenders in the speed and graphics stakes and, with so many neat touches, Team 17 actually manages to bring some originality to a tired-out old genre. Do not, I repeat do NOT miss Superfrog!

GARY WHITTA

AMIGA

PROS: Super-fast action the like of which you will not BELIEVE!

CONS: The controls take a bit of getting used to.

GRAPHICS	Beautiful sprites and backdrops add up to a visual feast.	89%
SOUND	A bunch of entertaining tunes and FX add no end to the atmosphere.	86%
GAMEPLAY	May be too fast for some people, but if you liked Sonic you'll love this.	90%
VALUE	Depends on how good you are, but the five levels are big enough to last quite a while.	89%

MISS OK! HIT

90

GET YOUR HEAD INTO...

KRUSTY'S SUPER FUN HOUSE

(BEN THE BOFFIN HAS!)

NOW AVAILABLE ON:

SEGA Master System II

SEGA GAME GEAR

SUPER NINTENDO

GAME BOY

Nintendo

SEGA MEGA DRIVE

Krusty the Clown's in a spot of bother. His Super Fun House has been overrun by rasca rats and it's your job to help him make the pesk varmints vanish.

"This game is a winner – 87% – CVG

But before you can say 'rats' to the rampaging rodents, you've got to collect brick blocks and blowers plus a whole host of othe devious devices that will help get the rats to th coolest traps you've ever seen.

"Well weird ... and addictive too – 80% – Total

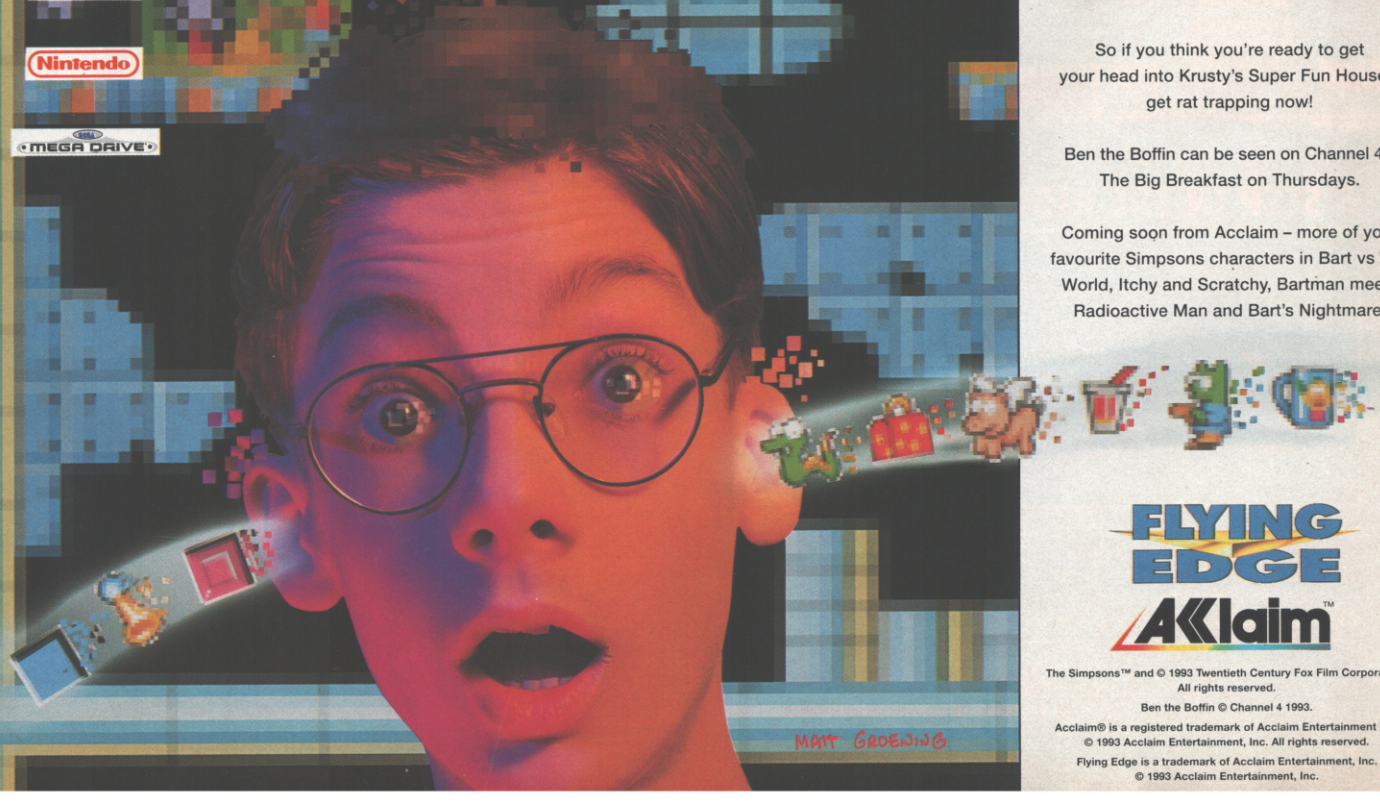
Along the way you'll find plenty of confusing secret passages and doors as wel as Krusty's sworn enemies – the Pink Flying Pig Venom Vipers, Laser Aliens and Giant Goofy Bir But don't worry, your ready supply of custard p will soon sort them out.

"A truly essential purchase – 90% – Mean Machine

So if you think you're ready to get your head into Krusty's Super Fun House – get rat trapping now!

Ben the Boffin can be seen on Channel 4's The Big Breakfast on Thursdays.

Coming soon from Acclaim – more of your favourite Simpsons characters in Bart vs Th World, Itchy and Scratchy, Bartman meets Radioactive Man and Bart's Nightmare.



FLYING EDGE

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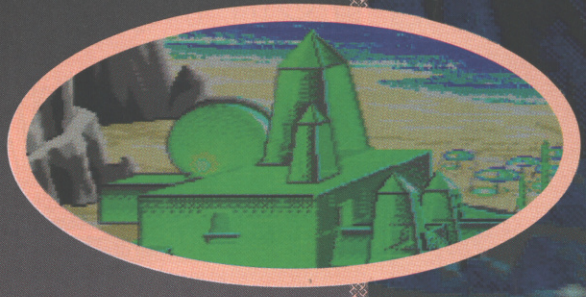
REVIEW

TURBO DUO ▸ by LUCASARTS ▸ £54.99

OUT: Now. Review CD supplied by ACE Consoles (071 439 1185).

Is that what they call a Greenhouse?

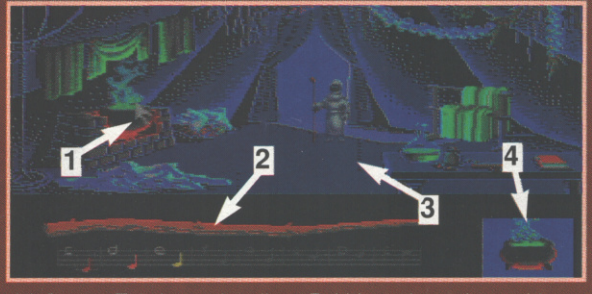


Loom

LucasArts' first console-based fantasy game turns out to be dead dreamy....

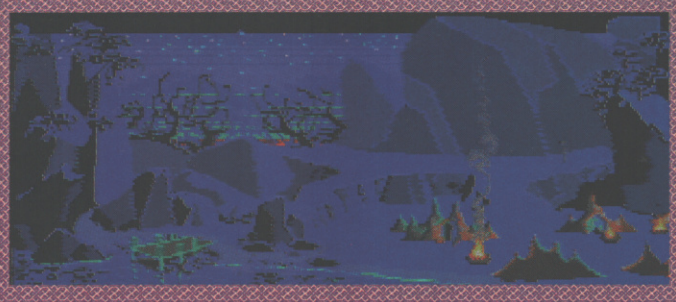
Young Bobbin Threadbare has been given a bit of a raw deal for the past sixteen years. He and his best friend, Mother Hetchel, have constantly been refused entry to weaving school. However, Hetchel has a little experience in weaving so she has been teaching Bobbin what she can, from a book that belonged to one of the elders. Suddenly, Bobbin and Hetchel have been summoned by the High Council to appear before them in the sanctuary. What was wrong? Had he and Hetchel been caught with the book? Were they now going to be banished from Loom Island for good? Or were they just going to be sent to the shop?

A STEP IN THE RIGHT DIRECTION



(1) Arrow: This is used to direct Bobbin and to point at objects before you weave a draft on them.
(2) Distaff: This is the magic staff that is used to weave all the drafts, it must be found before you can do anything.
(3) Animation window: This is where all the action takes place.
(4) Icon box: This shows you what you are currently viewing. Click on it once to walk to it, click on it twice to get the draft from it.

Loom Island in all its glory.



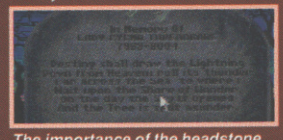
NIGHT VISION

This room shows you how to spin gold, but you can not find out how until you can see in the dark.

Walk off towards the forest

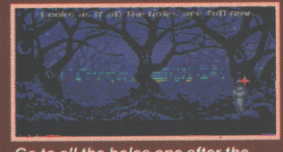
Go through to the graveyard and walk to the thorn bushes.

When you touch the thorn bushes, a Rabbit will run out and the Owl that was covering the headstone will fly off to catch it.



The importance of the headstone becomes apparent later on in Loom Island.

Go to the first Owl hole and click .



Go to all the holes one after the other. If you don't do the bit with the headstone first, then there will only be Owls in three of the holes. The Owls will give you the draft.

Back to the tent and cast the draft.

Hurrah! You can now see, weave gold to your hearts content.

VERDICT

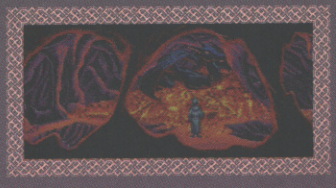
I'm a massive fan of the LucasArts series of adventures and was looking forward to seeing how well that style of game would translate to the new CD format. I'm not disappointed. The two biggest changes are the obvious hike in music quality, and the need to swap untold amounts of floppy discs has been negated. Graphically, Loom's a treat, and there's a wonderful story there which unfolds more and more the further you progress. The biggest gripe is the sometimes painful disc accessing, but it's not a massive hindrance and generally you'll swoon over Loom!

PAUL RAND

IT'S DE STAFF MAN

If Bobbin is going to weave drafts, then he'll need to pick up his magic distaff. The distaff is the magical stick of the elders (okay, so Bobbin blagged it) which Bobbin uses to cast his drafts. To use the distaff, you must first point at something and then hit the notes in the right order. However, you do not start with the distaff. Between you and me though, it's hidden in one of the tents on Loom Island, I'm not going to tell you which one though – get the game and find it for yourself!

The village is just beyond that fence. Don't scare those sheep!



The Dragon has quite a horde of gold.

That huge machine is the Loom.

This room holds the secret of how to dye wool.

BIT DRAFTY IN HERE, INNIT?

Being a spellcasting weaver isn't the easiest occupation in the world. The amount of drafts you have to learn is bewildering. The simplest draft of all, is the opening and closing draft. You will be given this when you you see Hetchel turned into a Swan (?). The most important thing to remember about all the drafts, is that the effects will reverse themselves if the draft is played backwards. The more complicated drafts come later in the game, and their use will often seem rather pointless (like the reflection draft) but they become oh so priceless later on.

VERDICT

Loom has to be one of the most instantly playable fantasy adventures ever! The simplistic nature of the game means that you can pick it up and start playing right away. However, the excellent graphics and sound in Loom paper over two minor cracks in the game – for one, the disc access time is sometimes horribly slow, and it's not the most difficult of games if you've played a few RPGs before. If you're a bit of a newcomer to the fantasy adventure scene, then Loom will provide you with a solid start to your future gaming endeavours. Well worth looking up.

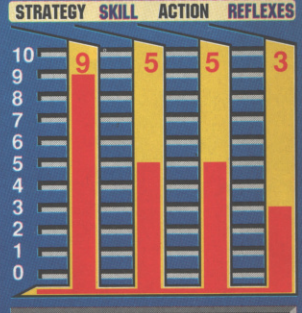
PAUL ANGLIN

TURBO DUO

PROS: Easy to get into, completely absorbing and great fun to boot.

CONS: Slow disc access times and slightly easy gameplay.

GRAPHICS	Excellent animation and some brilliant stills.	92%
SOUND	Moody and atmospheric tunes give the game real atmosphere.	89%
GAMEPLAY	Incredibly easy to get into but is hindered by the slow disc access times.	89%
VALUE	A brilliant title that's perfect for novices of the RPG world.	90%



MISS OK! HIT

89

Get into your flame proof combat suit, strap into the cockpit of the AXELAY stratafighter and stand by to launch into six sanity crushing worlds, all occupied by the Armada of Annihilation. Your mission - to seize the Axelay's secret weapons stolen by the evil enemy - but be warned, they're not going to give up easily and the fight of your life is just about to begin.

3 classic game

The Great Octopus has threatened to destroy Earth. You must help Parodius and his friends in their quest to find and destroy the villainous, scheming squid so that Earth may enjoy life in peace once more.

SUPER PARODIUS

r your SUPER NINTENDO ENTERTAINMENT SYSTEM New. For your SUPER NINTENDO ENTERTAINMENT SYSTEM New. For your SUPER NINTENDO

nes from Konami

The sands of time are against you as you fight your way through 20 perilous levels in your quest to rescue the Princess from the clutches of the evil Grand Vizier Jaffar. Will you be successful and claim the royal residency before the hourglass is empty?

KONAMI®

SUPER NINTENDO ENTERTAINMENT SYSTEM

ORIGINAL GAME LINK GAME PAK

ORIGINAL GAME BOY GAME PAK

Original Nintendo Seal of Quality

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REVIEW

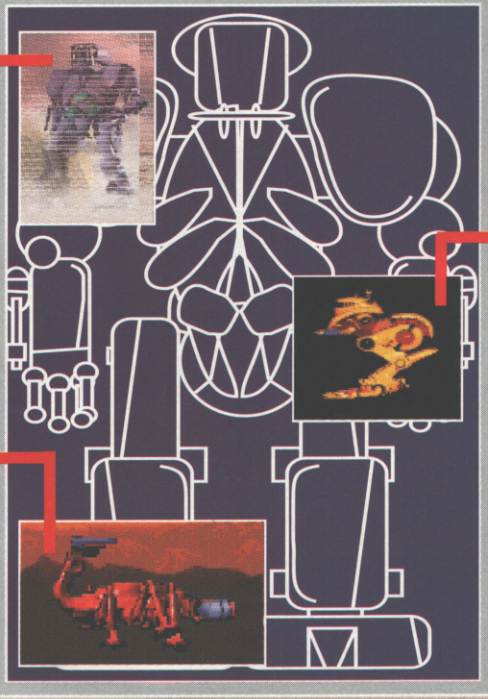
PC | by ELECTRONIC ARTS | £39.99

OUT: Now. Contact Electronic Arts (0753 549442) for information.

XENOBOTS

Check out our swift, no-nonsense guide to the three Xenobots you'll have to win over if you're to blast the marauding alien scum back to their festering planet.

VIRTUAL ROBOT WARFARE



HUMANOID

Height: 18 meters **Width (front):** 10.5 meters **Length (side):** 11.5 meters **Std. Cruising Speed:** 48 km/hr **Max. Emergency Speed:** 80 km/hr **Offensive Weapons:** Seeker and Plasma Cannon. **Defensive Weapons:** Sparkle Cloak and On-board ECM **Crew:** 1

SPEC: This is the hard-fast battle droid. A pure fighting machine, heavily armoured and lethally kitted out with the latest weaponry. The Seeker missiles have a range of over 2 kilometres and reload quickly, Plasma shots take longer to recharge but are the deadlier of the two and has twice the range. The excellent array of sensors and tracking devices make it the Hunter/Killer of the mech-warrior basin.

NET BUILDER

Height (to tail): 22 meters **Height (of main hull):** 14.5 meters **Width (front):** 30 meters **Length (side):** 36 meters **Std. Cruising Speed (empty):**48km/hr**Max.Emergency Speed (fully loaded):** 20% faster **Max. Turning Rate:** 6 degrees/sec **Offensive Weapons:** Dual Rapid-fire Cannons and Homing Missile **Defensive Weapons:** Mines, Sparkle Cloak, Alarm Buoy, ECM Buoy and EMI Decoy **Cargo Bay Capacity:** 12 NET Relays **Crew:** 1 Pilot and 1 Tech

SPEC: Known as the Scorpion, the NET Builder is responsible for constructing and maintaining the power NET that provides your machines with juice.Extremely slow, but hide an awesome sting in their tail in the form of a homing missile that will track down and destroy virtually any target with one shot. An on-board camera, relays the explosion back to the craft. There are several automated commands to set the beast on the right track whilst you get on with the fighting.

THE SCOUT

Walking Height: 15 meters Minimum **Standing Height:** 12 meters **Width (front):** 11.5 meters **Length (side):** 13 meters **Std. Cruising Speed:** 72 km/hrMax. **Emergency Speed:** 95 km/hr **Max Turning Rate:** 72 degrees/sec **Offensive Weapons:** Small Cannon and Seeker **Defensive Weapons:** On-board ECM, Sparkle Cloak, Mines, ECM Buoy, Alarm Buoy and EMI Decoy **Crew:** 1

SPEC: Designed for reconnaissance, the Scouts' excellent manoeuvrability and speed allow it to move quickly into enemy territory. It's compact and ideal for advanced investigation of unknown regions. The Scouts' longer battery life means that they can operate outside the power NET for greater periods. With its incredibly long stride, the machine can often out run enemies even after it's been detected.

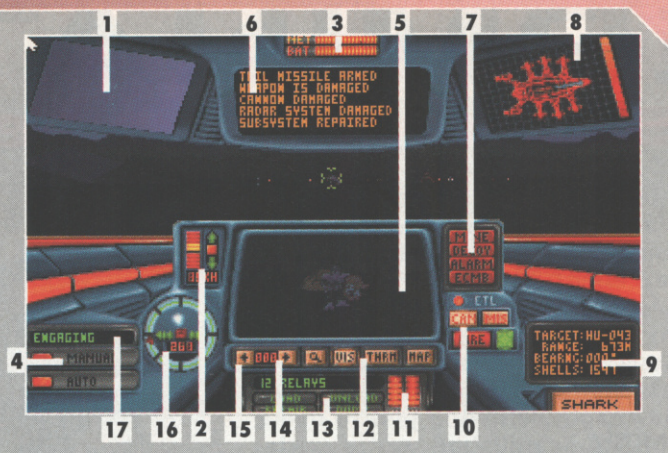
Infogrames had the idea of players controlling huge battling robots in their aging Amiga game Metal Masters. The French chose to waste the brilliant concept on a feeble beat 'em up. Last month Activision gave the gameplay a serious boost with Battletech on SNES, but that too fell flat on its rusty ass! Now, simulation kings Electronic Arts have taken up the challenge and, quite frankly, I can't imagine a better company for the gig! With the Earth invaded by aliens the only way we could repel their huge machines was to unleash the huge stockpile of nuclear weapons. Now the monsters're back, but they're in for more than they bargained for as the planet's finest brains have managed to rebuild some of the busted bots and turn them around to our side. You're in command now . . .

VERDICT

Not too long ago, I toddled off down to the Trocadero in Piccadilly Circus and had my first game of Walker on the Virtuality set-up they've got down there. It was great, and I wanted to do the same on my home machine. Xenobots isn't the same as that top game – for one, it's about ten million times harder to control than the VR version – but once I'd waded through the manual a couple of times and generally tinkered with the controls, I got well stuck in to the action. And there's a lot of action; massive robots parade all over the place, looking to whoop your ass in a serious manner. The enemies are well-drawn, which adds to the effect of 'being there' and generally, I lapped up what Xenobots had to offer.

PAUL RAND

GET IN ON THE ACTION



This is the awesome NET Builder's cockpit. The control panels vary in design for each type of robot, but most of the readouts are the same..

(1) **Radar.**

(2) **Helm -** Shows the speed and direction your machine is going.

(3) **Power Panel -** Keep a check on your NET supply and battery back-up when out of range.

(4) **Operation -** Manual or Automatic, computer assisted.

(5) **CRT -** This window shows an overview of the battle and positions of both sides battlers.

(6) **PDS -** The display unit's where all your messages and control options are printed. If something won't work, here's where to find out why!

(7) **Defence Weapons.**

(8) **Weapons Status -** Receive a direct hit and your weapons are usually first to go.

(9) **Sensor Readings -** What's happening all around you? Keeps abreast of the action.

(10) **Weapons Panel.**

(11) **Weight And Volume Gauges.**

(12) **Map Functions -** Scroll around the map or zoom in and out.

(13) **Cargo Panel -** Check on that important load.

(14) **Magnification -** Zoom in or out of the camera display!

(15) **Camera Controls -** Pan 360 degrees.

(16) **Navigation Panel.**

(17) **Auto Commands -** Pick a task for your battle beast to perform whilst you nip off to check on other business.

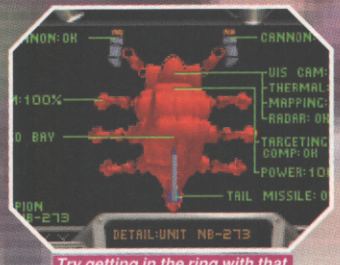
MISSION IMPOSSIBLE?

The main objective is to save the planet, but take things slowly, one step at a time. The whole world's been invaded and you'll have to claim it back piece by piece. You don't have much choice at the beginning, as there are only two missions available to you, but the more you complete the further you'll be able to travel. Some missions require you to control a huge amount of Xenobots and it can be hard to keep track of all your hardware.

MUSICAL CHAIRS

Playing Xenobots is a bit like being in command of a huge American Football team. Each robot has its own functions and you can switch between each warrior and jump into the hot-seat of any of your machines at the push of a button. All the droids can be placed on autopilot and left to their own devices or you can use the auto commands (which tell them to perform a certain tasks like shadow a builder bot and protect it from attack) The enemy have the same robots as you, so the idea's to extend your power NET towards theirs and destroy their main base. Sounds simple? You just wait, mate!

What's that in the distance? It's locked on and ready to die!



Try getting in the ring with that massive mutha!

Check those vital stats.

Cripes! He's close. I hope he's wearing protection!

VERDICT

This is more like it! Ever since the Manga films captured our imagination with gigantic robotic warfare I've been ripping my hair out for a game that would bring it all home and into my personal computer – and here it is! The only problem with Xenobots is that there's much too much to take in all at once. With all the controls at your disposal it would be impossible to get any enjoyment out of the game without first reading the manual fully. But persevere, adopt a style and you'll get into the game in a big way. Xenobots is by no means perfect, but it'll certainly do for now!

STEVE KEEN

PC

PROS: Tons of controls and gadgets and the computer is intelligent enough to take over when things get too much.

CONS: Maps and radar screens are too cluttered . Action really slows down on a 386 when there's a lot going on.

GRAPHICS	Nicely animated and good detail. 3D's a bit dodgy.	86%
SOUND	Crashes, bangs, whizzes and explosions. Just what you'd expect.	75%
GAMEPLAY	Can be slow, but not such a bad thing with all the different controls to master.	79%
VALUE	Sim fans will love it, arcade junkies could get to enjoy it.	80%

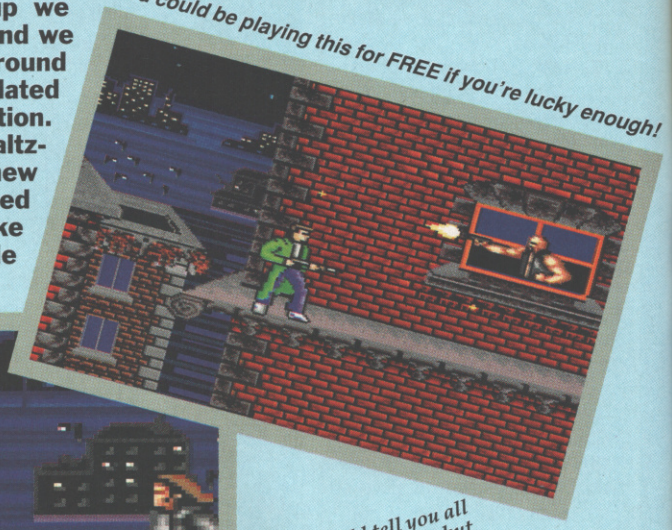
MISS OK! HIT

80

WIN WIN WIN! WITH CVG AND MINDSCAPE!

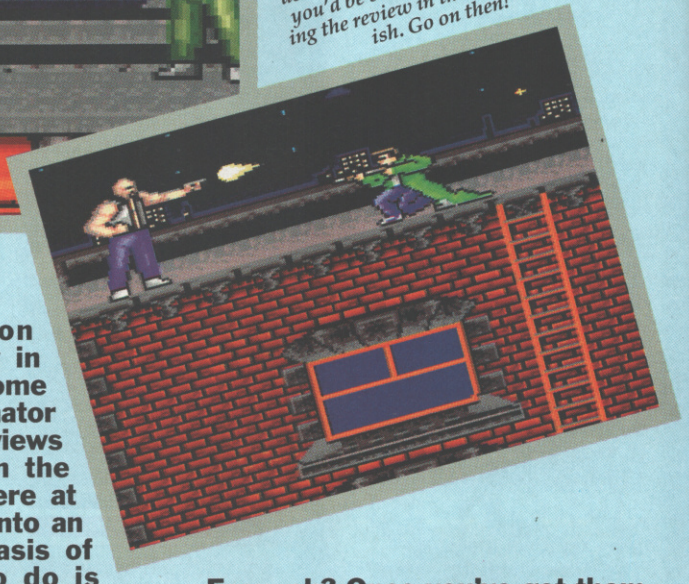
We've got FIVE copies of the TERMINATOR on Super NES to give away!

Liked the tip-of-the-top Terminator roundup we brought you last month? Course you did, and we thought it would be quite a good idea to round off that super-excellent batch of Arnie-related reviews and news with a spanking good competition. And here it is! Five lucky winners will each be waltzing off with a copy of Mindscape's brand new Super NES conversion of The Terminator, reviewed last issue. Not too shabby, eh? And just to make this compo even MORE scintillating, we've made it biro-bustingly easy to win, too!



You could be playing this for FREE if you're lucky enough!

Terminators are well 'ard, as opposed to our competition, which is quite easy.



We could tell you all about the game here, but you'd be better off reading the review in the last ish. Go on then!

WHAT DO YOU DO?

Unfortunately, chief crayon-pusher Jon Billington is a bit thick, especially early in the mornings, and when we handed him some lines of dialogue from the original Terminator movie to use as headings in one of the reviews he, like a big fool, dropped them all on the floor and all the words got mixed up. Here at CVG, though, we've turned this problem into an opportunity and made the mix-up the basis of the competition! What we want you to do is identify the five jumbled-up lines of dialogue taken from the Terminator movie below, unscramble them and tell us how they should read. So here we go...

1. Night a nice walk for.
2. Want with live me you if come to.
3. Today I close may early.
4. Too you love I sweetheart.
5. Says storm he there's a coming.

Easy, eh? Once you've got them all unjumbled, jot them down on a postcard or the back of a sealed envelope and send them to:

TERMINATOR I COPY OF WIN TO A WANT THE, CVG, PRIORY COURT, 30-32 FARRINGDON LANE, LONDON EC1R 3AU.

The closing date is 15th May 1993, so hurry up!

CLIFF ROBINSON '93.

Prince of Persia 2

NEW

MEGA

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Buster's Hidden Tr

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The Fearless Foursome are back! Shredder has taken control of the mysterious Hyperstone and miniaturized New York City. Can our heroes defeat him again? C preserve the rights of citizens freedom, de and on-time pizza delivery!

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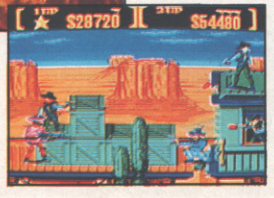

an they
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On foot or on horseback, you'll have to be quick on the draw, as you challenge angry Indians, cattle rustlers and the meanest, smartest outlaws.

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COMPUTER AND VIDEO GAMES

CVG

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OUT. On import. Contact Console Plus (0532 500445) for information.

F1 EXHAUST HEAT 2

Your tyres wear out, losing you traction.

F1 EXHAUST HEAT HELD ITS OWN IN THE SNES ARENA – DOES THIS SEQUEL COME UP TO SCRATCH?

Ah, the smell of burning rubber. The irritating way that those petrol fumes get up your nose. Infuriatingly twisty tracks with chicanes just in the wrong place. It can only be Formula One racing. Can you rise from the depths of Group C? Well, it won't be an easy ride. You must pit your driving skills up against the best in each class and beat them in order to move to bigger and better machines. This is no game for brain-dead throttle jockeys either, as you'll also be responsible for spending your winnings on the car and even have your own team of lab technicians to improve some of your race machine's characteristics – but it all costs cold cash!

In the lab, you can order all the parts you want – provided you have the cash!

The Group C courses – tough, but these are the easiest in the game!

Set the number of laps from here.

The starting grid, and by the looks of it you've got a lot of catching up to do!

WATCH FOR THE WONGA!

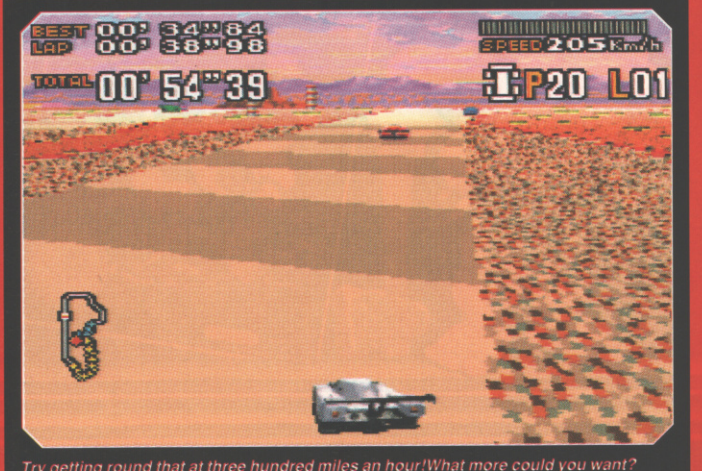
All races cost money to enter (with the exception of Moon City), but what is there to do with the winnings? Well, you could get your lab technicians to improve your car - but it isn't cheap. You can alter up to six different aspects of your car's performance – from tyre construction and aerofoils, to the brakes and engine power. This does take time however but the more money you give the lab boys, the faster they can get the job done. An improved machine means improved chances, and you'll need all the help you can get!

The arrow shows where the next car is.

Other cars rarely follow a racing line.

You can race in any of three leagues.

Yeah!! You've won some cash!



Try getting round that at three hundred miles an hour! What more could you want?

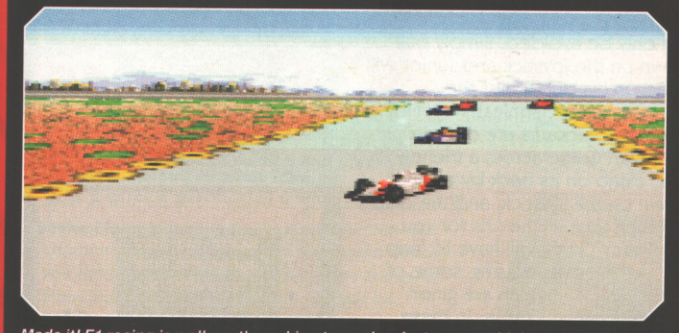
THRASH FOR CASH!

So where does your Formula One career begin them? Well, with a small pot of money, access to a smart laboratory and a bog-standard car. Ahead of you lie eight tracks of progressive difficulty, from the relatively simple Moon City (like Tetbury turned on its side) through to the practically impossible White Night. Starting off with a couple of qualifying laps, you can pat yourself heartily on the back if you manage to qualify in any of the first five grid positions.

VERDICT

As a lad, I always dreamed of owning the biggest Scalextric kit in the world. This isn't it, but it's not far off. Not the most realistic racer around, the cars seem to work more on the point-and-thrust steering method used in F-Zero than any F1 cars I've ever seen. That aside, this game is HARD. I mean REALLY HARD. It took a couple of hours to really get to grips with Exhaust Heat 2, and even then I just scraped my first win. It is extremely addictive though, and that's what'll make people persevere and eventually succeed.

GARY WHITTA



Made it! F1 racing is well worth working towards – faster cars with better handling.

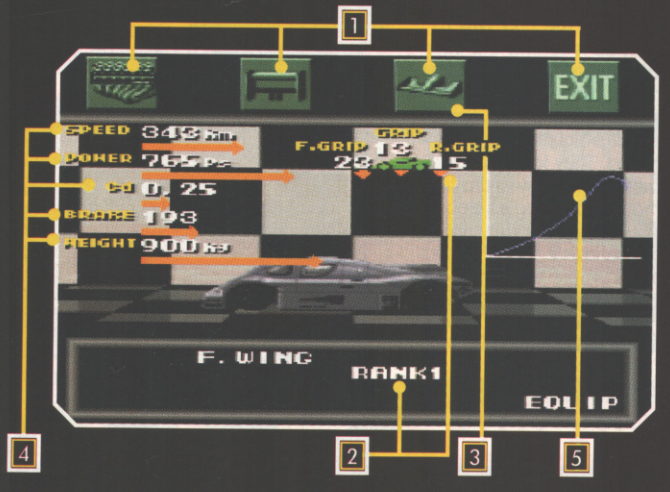
WHAT STEERING WHEEL?

Although the other racers drive very fast, they don't always follow a true racing line. In fact, it seems they have most fun when weaving about madly trying to crash into you from all angles, including behind. Thankfully, you can tell when someone is about to shunt you by the implementation of a handy arrow which shows their point of entry onto the screen.

The chicanes are just the sort of thing to make you scream with frustration!

The road markings point out the entry to the pit lane.

BREAKING IT DOWN



1. Selection icons. These let you highlight the various parts of you car, and check the status of each.
2. Current rank of selected section. The higher the number, the better you'll do, by all accounts.
3. Downforce. The more downforce the better, as this gives far greater grip on the road.
4. General Statistics. These tell you the car's maximum speed, its weight and engine power.
5. Engine Power Curve. How much power are you getting at each point through the gears? This simple graph shows all!

VERDICT

F-Zero went down a treat when it first appeared on the Super Nintendo and so for that matter did the original F1 Exhaust Heat when it was released, the main reasons being the superb graphic styles and the generally pacy action held within those carts. Here's the sequel to Exhaust Heat and it's another good 'un; as you can see here, it's pretty pictures central, but what you can't see and fully appreciate is the gameplay – it's rock hard! It's worth sticking with though, because F1 Exhaust Heat II is a long-lasting challenge.

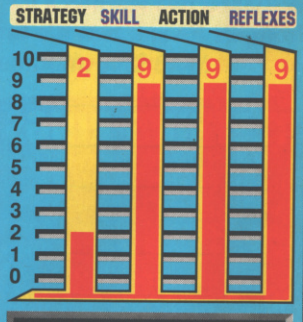
PAUL RAND

SUPER NES

PROS: Very fast, very addictive. The promotion and lab aspects work well.

CONS: This is one very difficult game to get into.

GRAPHICS	Standard SNES 3D, but so much faster!	84%
SOUND	Whiny sound effects, but the stereo clunk is great!	79%
GAMEPLAY	Tough at first, but worth staying with.	86%
VALUE	If this doesn't keep you going for ages, nothing will.	89%



MISS OK HIT

86

REVIEW

by CORE DESIGN LTD £25.99

OUT: Now. Contact Core (0332 297797) for more information.

CHUCK JUNIOR ISN'T EVEN OUT OF NAPPIES YET AND ALREADY HE'S GOT TO LIVE UP TO HIS DAD'S REPUTATION...

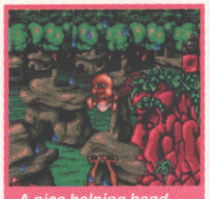
CHUCKROCK2: SON OF CHUCK

It's old man Withers, the guy who runs the fun park!

Life in the Jurassic period wasn't all it's cracked up to be. You got attacked by Velociraptors every time you went down to the shop, you had only cave drawings to entertain you or the odd kidnapping, courtesy of some sadly-named villain, who in this case, is none other than Brick Jagger (please!) and the hostage is Chuck Rock himself. So who will save the prehistoric hero? Only Chuck's lovable offspring, Chuck Jnr. The little babba has learned a lot from his Pa and now it's time to put it into practice.

BABY BELL

He may only be a youngster but Chuck Junior has already learned a variety of moves with which to rescue his beloved Pa. There are certain baddies that can't be killed but can only be avoided. Simply pull down on the joystick and Junior will stand on his club whilst the dinosaur walks harmlessly by. Not all of the dinosaurs are dangerous however. Come across a friendly one, climb on its back by pulling down on the joystick, and the dino will then take all the hits for you. And baby Chuck will have to leap over chasms, some of which are ginormous. In these cases, clear them by the use of a swinging rope; push up to grab it when it swings above your head and push up again to jump off.



A nice helping hand.

RUSKS

Chuck Rock Junior starts the game with a full baby bottle at the bottom right of the screen. In case you hadn't worked it out, it's his energy bar. When Junior gets hit he will lose a little off his life meter. The only way to top it up is to find the baby bottle icons that are scattered around the landscape. As well as energy icons, you can also collect points that are strewn around. They look like sweet wrappers and award different amounts of goodies depending on which colour they are. They're inside lots of secret rooms where they will be in abundance. Top up your points and maybe even get an extra life into the bargain.

Typical baby eh?

TEETHING RINGS

Not all of the dinosaurs in Chuck Rock 2 are after you. Here's some of the helpful ones... Reggie the rock eater will gobble up any rocks that litter the path. Whack one side of a water hydrant and a jet of water will burst out of the other side, killing everything in it's path. Chuck Junior can use Susie the Spider's web to bounce onto higher levels; but be careful you don't bounce on it too long or Susie will come out and nab you. Or why not use Thomas the Turtle? Tommy sits at the edge of water or lava pools and when you step onto his back he will take you across.

VERDICT

Chuck Rock 2 - Son Of Chuck bears very little resemblance to the original, in so far as this one's actually quite good! The boring and somewhat limited figure of Chuck has been replaced with the fun and lively Junior. Baby Chuck has been given some real cartoon features to make him one of the most adorable 16-bit babbas yet seen. Obviously, gameplay differs hugely from the original and no bad thing either! But even though Chuck Rock 2 is different to its old and rather dodgy predecessor, it's still nothing more than a cutesy platform game. There are no real features to set it apart from anything else on the Amiga. Not one to be put at the top of the shopping list, but it should certainly be on it somewhere.

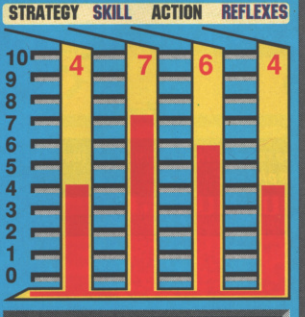
PAUL ANGLIN

AMIGA

PROS: It may not be break any new ground in gameplay, but it's plenty entertaining

CONS: It's too familiar and just isn't polished enough to warrant any big awards.

GRAPHICS	Very cute sprites and smooth animation means it looks a bit flash.	89%
SOUND	Some jolly little tunes and nice spot effects.	86%
GAMEPLAY	Fun and very enjoyable but not particularly difficult.	81%
VALUE	Avid platform fans are in for a good time — but no-one else.	80%



OK!

80

COMPUTER COMPETITION

Win 1 of 10 of each of these amazing computer games

WIN A SEGA MEGA DRIVE

MEGA DRIVE – The Sega Mega Drive is the ultimate computer game console, fully utilizing for the first time the awesome power of the latest 16 bit technology. **MEGA GRAPHICS** – The Sega Mega Drive reproduces the graphic quality of specially designed arcade machines costing many times as much. **MEGA SOUND** – The Sega Mega Drive even has real stereo sound, making the greatest games even greater.

Question: Finish this name – Sonic the .....

Answer:
A) Hamster
B) Horse
C) Hedgehog

Phone **0338 422002**

WIN A SUPER NINTENDO STREET FIGHTER II

Super Nintendo is the most advanced entertainment system with dazzling 3D graphics, spectacular colour and digital stereo sound; and includes the new game Street Fighter II, the world's greatest arcade hit.

Question: Where do Sumo Wrestlers come from?
Answer: A) America B) Japan C) Australia

Phone **0338 422000**

Children under 18 must seek parents' or guardians' permission before telephoning

WIN A SEGA GAME GEAR

The portable, hand held Game Gear is in full colour, with an amazing 3.2" back lit LCD screen, which brings arcade style graphics to life in 32 brilliant colours. The Game Gear includes 4 awesome games.

Question: How many games come in this Sega Game Gear?
Answer: A) 40 B) 4 C) 15

Phone **0338 422022**

No responsibility can be accepted for entries not properly recorded. Calls are charged 36p a minute at cheap rate and 48p a minute at all other times.

No correspondence, No alternative prizes. The judges' decision is final. Winners will be notified by post.

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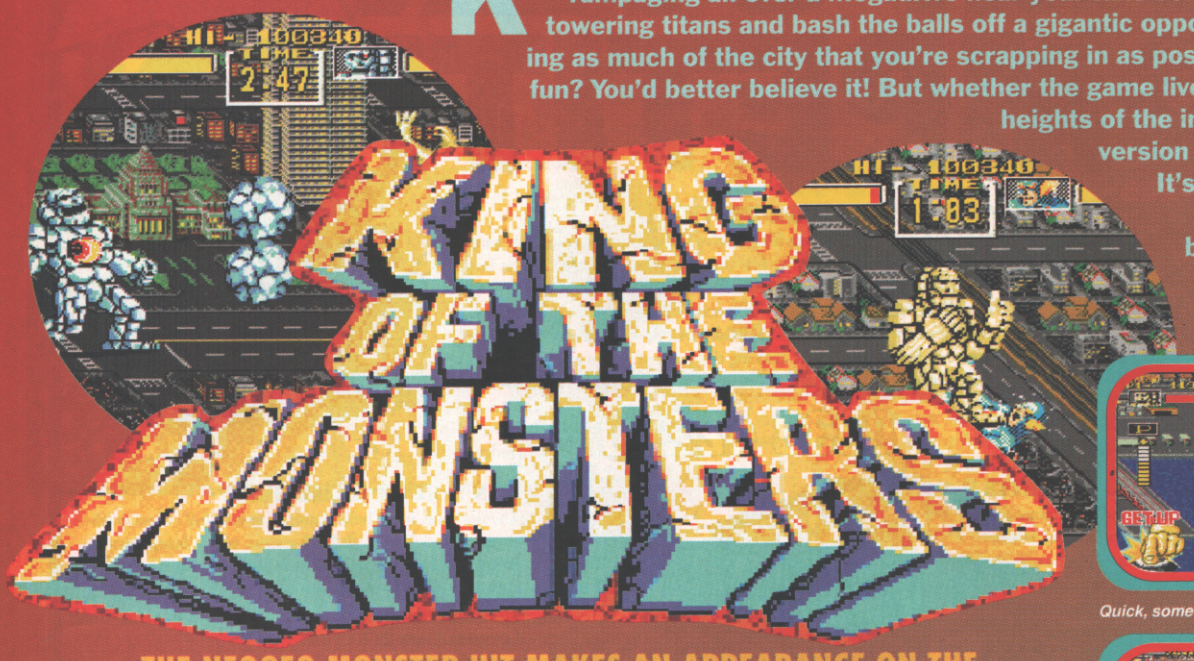
REVIEW

MEGADRIVE ▸ by TAKARA ▸ £39.99

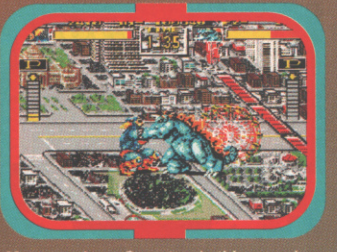
OUT: June. Contact Sega (071 373 3000) for information.

King Of The Monsters was a roaring success on the Neo Geo and now it's rampaging all over a Megadrive near you! Take control of one of four towering titans and bash the balls off a gigantic opponent whilst trashing as much of the city that you're scrapping in as possible. Sounds like fun? You'd better believe it! But whether the game lives up to the heady heights of the incredible Neo Geo version is anybody guess. It's just as well we're hear to spill the beans for you now. ROWEAARRRGH!



THE NEOGEO MONSTER HIT MAKES AN APPEARANCE ON THE MEGADRIVE! BUT IS IT A SNARLING SUCCESS?

Quick, someone pass me the Waspeez!



My money's on Geon to win this grapple.

Astro doesn't know what's hit him.

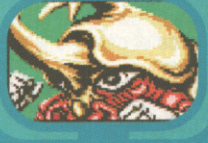
THE BOYS!

Pick up the joypad and take control of one of four titanic terrors. You couldn't get a more diverse crew, so here's what you can expect to be up against:

GEON — The bulkiest of the four monsters, Geon is the massive cross between a dragon and a dinosaur! Standing taller than a tower block, this gargantuan grappler can breathe fire and loves to get in close, gnawing opponents into submission and literally taking massive chunks out of their bodies!

ROCKY — Naturally Rocky's as tough as stone and runs across the screen extremely quickly, attacking with expert wrestling techniques. The Clothes Line is a favourite of this blockhead. And, by concentrating all his energy, Rocky can hurl huge boulders from his chest to flatten other fighters.

BEETLE MANIA — He may be the shortest monster, but Beetle Mania will scrap 'till he drops. Armed with a huge spiked horn on his head, the insect is deadly when he charges towards you. He can even shoot the spike at you when you're least expecting it, skewering you into submission!



ASTRO GUY — Astro's the only fighter remotely human. The huge hulk is constantly smiling, even when he hits you with his warp-speed flying kick! Astro's also armed with a powerful laser that shoots from his body at will!

CRASH AND BURN

The fights are spread over eight stages and four different cities. Everything from cargo ships, jet fighters, office blocks and tanks to skyscrapers, speeding passenger trains and the pride of Castle City, an ancient construction protected by law, can be crushed, smashed and trashed! How you do it is your business – whether it's in Monster versus Monster mode, One or Two Player fun or pure Massive Destruction setting, the results are pretty much the same: TOTAL CARNAGE!

VERDICT

Asking the MD to match the Neo in the graphics department is impossible, but what really gets my goat is that nobody's even tried! The animation in King Of The Monsters is appalling, sound is monotonous and the variety of locations negligible. Everything just becomes so repetitive. Smack each other about a bit and then go for the pin. You never get your opponent down first or second go, but anything over three attempts and you should be in business. It looks like monster mashing's going to stay firmly out of MD owners' reach. Pity.

STEVE KEEN

MONSTER MASH!

Here's a great set of attacking combos to get you in the mood for mashing!

Grab the big boy and hurl him forwards for a throw.

Run by pressing C and then Clothes Line the sucker with B.

Smack that plane, pick it up and chuck it at the baddy!

Pick the loser up with B and throw him again with A.

Celebrate in style whilst the other guy experiences real pain!

Finish off the bozo with a crushing jump on the chest, A+B – hurrah!

VERDICT

I remember when you couldn't get into the CVG games room for the absolute horde of people crowding round Neo Geo King Of The Monsters. It was always going to be a pretty impossible task for the 16-bit Sega to recreate a game designed for a machine the power of the Neo. As you'd imagine, Megadrive King Of The Monsters is a pale imitation of its big brother, with weak graphics, poor sound and unimpressive gameplay. I rapidly became bored with this title – you'd do worse than leave it alone.

PAUL RAND

NO HOLDS BARRED

Each of the guys has his own moves and all three of the Megadrive's joypad buttons are used to the full in exasperating combinations. Everything from punching, kicking, gouging and biting to body slamming, knee dropping, throwing and frying is allowed. Because of the mayhem involved the city chiefs have sectioned off a large part of the town with an electrified wall that surrounds the fight and even that can be brought into your tactics! Set about your enemies with relentless ferocity and then pin them down for the three count, that's what this battle's all about!

Geon takes Rocky to the limit!

Double trouble for Bettle Mania.

Listen to the guy - GET UP!

POWER TO THE PEOPLE

Get the monsters in a particularly fearsome grapple and they'll chuck up a power pill. Collect more of these and your beast will be transformed into a super-charged terror and special projectiles will change up to two times the size! Rocky can get two rocks to shoot or even a massive boulder. All the other characters' weapons will soar up in power too!

ON THE *OTHER* HAND

CYBORG JUSTICE: £40.00

Take charge of massive, self-constructed robots in a fight to the death with other droids. Interchange parts for better weapons. More moves than you've ever seen in any other MD game. This one's totally awesome!

88 %

REVIEWED: MAY '93

MEGADRIVE

PROS:
One of the best ideas behind a game for years.

CONS:
The Megadrive can't handle it. Most of what made Neo KOTM a hit has been lost.

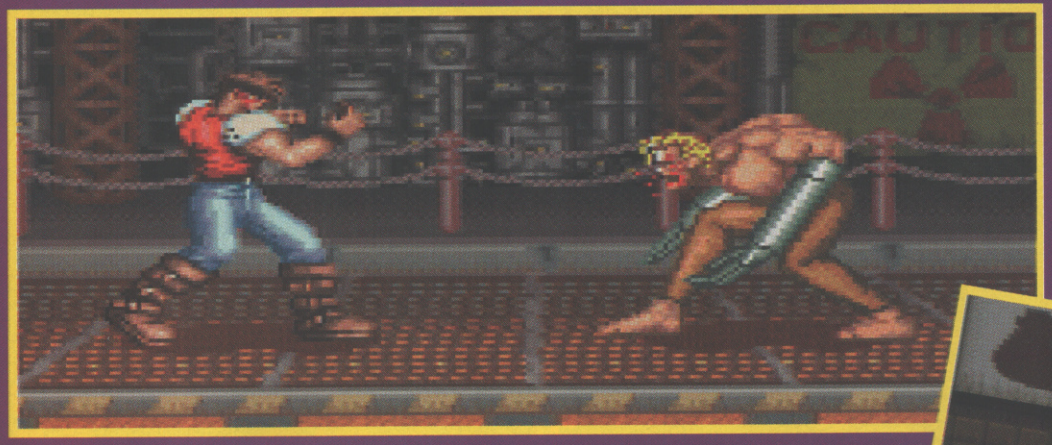
GRAPHICS	Bad animation and lack of detail. Could be much better.	68 %
SOUND	Grunts, groans and mostly moans. Nothing special.	55 %
GAMEPLAY	Will keep your attention for a few hours, but that's all.	60 %
VALUE	I challenge anyone not to be bored by the fourth stage.	44 %

MISS OK HIT

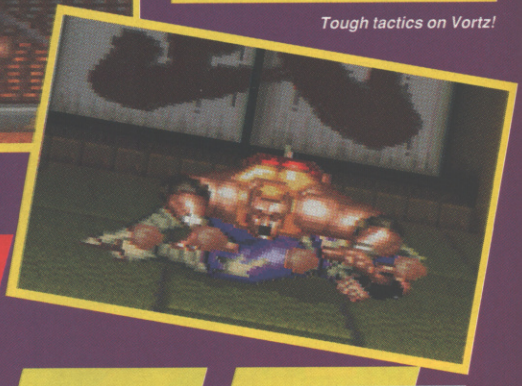
53

REVIEW | SUPER NES | by JALECO | £49.99

On import. Thanks to Console Plus (Tel: 0532 500445) for the cartridge.



Tough tactics on Vortz!



TUFF ENUFF

Could it be true? Do we at last have a real contender to Streetfighter's crown?

At last it's here, a game actually good enough to tread in Streetfighter 2's magnificent shadow. What are we talking about? Why, Tuff Enuff of course! Jaleco's gigantic cart has scorched a flaming trail all the way from Japan and we've been dribbling at the gills ever since we saw early versions of it months ago. The cart's been bursting out all over the place in Japan where it's known as Dead Dance, and you'll be able to get your slice of the action when the official UK version is released over here in August. But until then, slip on your favourite reading slippers, pull up your comfiest armchair and settle back as CVG takes you to the outer limits with what could turn out to be the SF2 beater we've all been praying for!

Yerse! Have that lard ass!

VERDICT

'Tuff Enuff deserves to be up there with the greatest beat 'em ups of all time, in fact it's the second best game of the genre we've seen! Loads of moves that 'power-up' the further you progress and presentation that would make a Capcom executive weep! The moves are very easy to perform, although it'll take you some time to break out of SF2 habits, but once you do you'll be rewarded with a game that'll keep you brawling for months. If we dare say that SF2 is beginning to lose it's appeal then Tuff Enuff is certainly it's successor!

STEVE KEEN

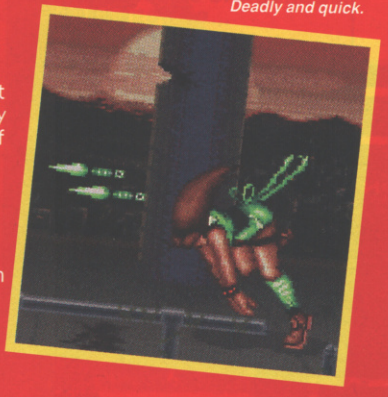
Syoh's second power-up.

IN AT THE DEEP END

One of the best things about Tuff Enuff is that there's no messing about. You can jump straight in at the violence end and not bother with a ton of menus and settings. All you've gotta do is decide which mode you want to play in; the three on offer are 'Vs. CPU,' allowing you to play against all six of the enemy fighters except for the ultimate boss, Jado. Second up is '1p Vs 2p', the traditional one-on-one combat scenario and finally, the best of all, 'Story,' where you have to fight your way from the Colosseum, past your buddies and up Jade's tower, through all his henchmen, to his private chambers at the top. No one knows what the boss looks like and there's no way to fight him without going through the other guys first! Now there's a challenge!

YOU'VE BEEN FRAMED

What raises Tuff Enuff right above all the other SF2 copy-cats is that it's taken Capcom's successful formula and attempted to improve upon it, instead of simply ripping it off! One feature is the video replay – the computer records the end of the deciding bout so that you can view the killing blows in slo-mo or normal speed when the action is over. You can even rewind it! However, it only stores the last few seconds, which mostly result in a tactical stand off and only one small hit being produced. Hardly exciting, but can produce the occasional gem!



Deadly and quick.

GIT — SAD FOLK START HERE

"It's easy to see why you don't have a life! Still struggling with this clown? You might as well forget ever getting up to the beefy boys at the top of the tower. All you have to do to get past this guy is attack from the air with high punches. Get behind Rei and rip him apart!'"

GARTH — NOW, YOU'RE GETTING BETTER

"Well you've made it to the first of the really tough boys. Gajet's the first bully to give you a real challenge, but he has a weakness, he's a sucker for throws. Get in close and paste his ass!"

PAUL — AT LAST, YOU'RE WELL' ARD!

"There's no denying that Jado's an awesome adversary. He's more uptight than Mike Tyson's cell-mate! However, if you can leap over his head and take him from behind with devastating throws and uppercuts you'll win through eventually."

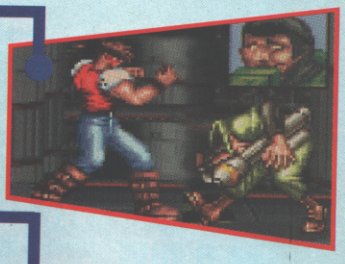
DID YOU SPILL MY PINT?

Enough guff! What about the fighters? Well, easy they are not! Get a load of these specs and tremble in your wellies at the sight of their collective awesomeness! Fastest killing times are recorded!

BEANS

Could quite easily be full of wind, but the American Cyberpunk moves faster than a cheetah tied to the bonnet of an XJ220! Furious fist over fist punching, electro kicks and shocking punches are all part of his repertoire. FKT: 23secs.

DOLF

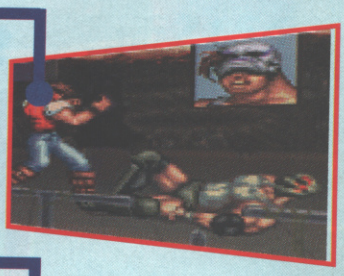


Another sick Libyan hell-bent on war, Dolf needs a bazooka and knife to take on the weakest of opponents. He's versatile and switches between both with ease. FKT: 24secs.

REI

Looks like a lass and scraps like a girl's blouse. This fop fights with Japanese clogs on and rolls balls of energy across the screen. Iron shoes are Rei's special weapon and, although slow, this warrior's amazingly unpredictable with so many specials, including flaming shield, dragon barrier, and hand of force! FKT: 29secs.

GAJET

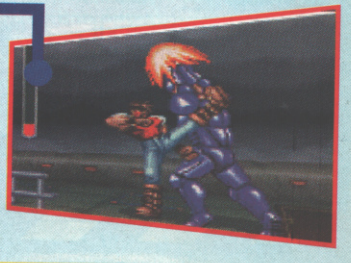


One of the toughest to be found in the Tower. Incredibly powerful and fast. Thunderous fists and scorching tactics exacted with devastating damage and accuracy. Watch his sneaky double kicks too! FKT: 22secs.

SIROU

A top class Ninja with lightning reflexes. Sirou will cut you out of the sky nine times out of ten if you try and jump in on him. He's on of the hardest to master with his razor sharp sword and white-hot burning shield. Don't be put off using specials, they take time to perform, but they are the key to success. FKT: 24secs.

JADO



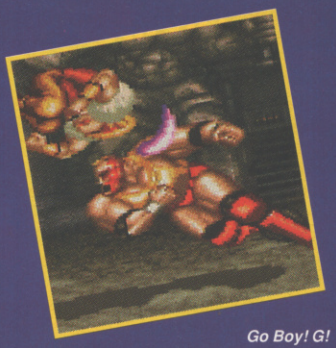
Jado, has more special moves than any character seen in any console beat 'em up. Fireball elbow, laser shot, flaming fist, disembowelling fist, fireball and fire shield are some of the deadly moves we've come up against and there could be a lot more! FKT: 7secs.

TUFF ENUFF

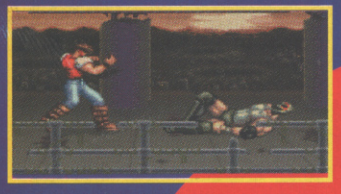
POWER TO THE PEOPLE

One brilliant feature of the game is the changing specials. The more thugs you defeat the greater your special attacks become! Zazi and Syoh receive huge flaming dragon's heads as fire balls and a massive deluge of blue flame for their shields, whilst Vortz's battle moves get even mightier and Kotono's knives turn into streaking red razors, amongst others!

That'll roast his chestnuts!



Go Boy! G!



SETTING THE SCENE

Here's the perilous path to the top. Fight your way through the coliseum, past the gate keeper and up the Tower to Jado's pad. Here's what can you expect to find in every room!

DESTROYED VIEW DECK

The fourth section of the Tower has been almost totally destroyed in a war and Gajet's really annoyed about it! There's no doubt it's a good view through the crumbling plaster though!

WOODEN FLOOR

Rei's stage is full of burning incense and flame filled ornaments, but that's as far as his meditation and relaxation goes!

JADO

Jado fights on the roof top and uses all the surrounding elements from which to draw power. The clouds will whip around you whilst thunder and lightning set the scene for the scrap of your life!

FACTORY

The penultimate stage of the Tower. K's has electrified a metal grid on the floor which he uses to stick his robotic arms into to send out a sweeping storm of electrical energy, from which there's no escape!

TOWER'S GATE

Beans is the gate keeper. His location's covered in rubble and he fights dirty!

ICBM SILO

Dolf makes a dramatic entrance on top of a missile and springs down on you. A tricky fight, but once you've sussed his tactics it's a cinch.

NINJA'S ROOM

Here's where Sirou, the deadly martial artist, practices his art. The floors are padded but that's no compensation if you hit the deck!

Crushed and defeated Syoh style!

K's one mean mutha, but so's your bad ass!

VERDICT

We've had this cart plugged in from dusk to dawn and it shows no sign of letting up on the action! Unlike SF2 all the moves are really easy to execute and you'll pick up the basics in no time. Dig a little deeper and you'll really release the game's true potential as a beat 'em up MONSTER! The only downer is that there're only four characters to control and two of those are more or less exactly the same, but don't let that put you off. SF2's still to be beaten, but this'll suit me until the next contender comes along. Bloody brilliant!

PAUL ANGLIN

YOU'VE BEEN FRAMED

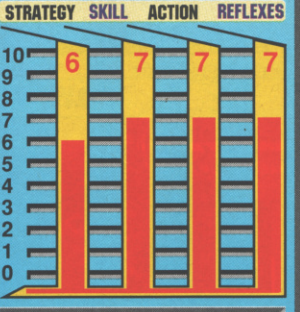
What raises Tuff Enuff right above all the other SF2 copy-cats is that it's taken Capcom's successful formula and attempted to improve upon it, instead of simply ripping it off! One feature is the video replay – the computer records the end of the deciding bout so that you can view the killing blows in slo-mo or normal speed when the action is over. You can even rewind it! However, it only stores the last few seconds, which mostly result in a tactical stand off and only one small hit being produced.

SUPER NES

PROS: Brilliant effects and special moves plus fabulous playability.

CONS: Slow-down on some stages and the bouts tend to be over very quickly.

GRAPHICS	Excellent graphics on every stage of the game.	89%
SOUND	Not bad, but a few samples wouldn't have gone amiss!	75%
GAMEPLAY	Easy to get into and the controls are very natural.	90%
VALUE	A great alternative to SF2, a definite buy!	90%



MISS OK HIT

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NBA ALL-STAR CHALLENGE

Basketball can be an exciting game to watch, but is it really possible to transfer the game's playability on to a console?

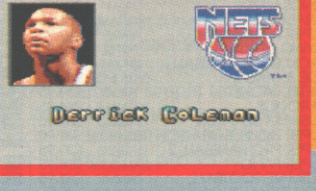
FAME AND FORTUNE

Basketball is a true test of skill, accuracy and reflexes, and the best are hard to beat. In NBA All Star Challenge you can leap into the sweaty trainers of any of America's 27 best players (one from each team in the league) and take on any of the remaining 26 in one of five games. All of the games are based on scoring more hoops than your opponent, although oddly enough there is no option to play a straight game of basketball.

Three Point Shooting – can you complete a full lap?

RISE TO THE CHALLENGE!

You can go one-on-one with an opponent of your choice, or play more interesting games, such as Horse (otherwise known as Donkey). You take a shot at the hoop from anywhere in the half, and if you make it, your opponent must do the same. Miss, and they get a letter (starting with 'H') and get to choose where you shoot from. The loser is the one who misses five times. Other games include 3-Point Shootout, where you have to fire 25 basketballs from preset positions within a minute, aiming to score with all 25. You can practise your free throws, or even set up an eight-player, one-on-one tournament, should you so desire.



Just one of the 27 characters available for a match.

Whoops! The game looks out for any bending of the rules.

OFF THE PEG

All the games can be tailored to your suiting, with options that allow you to set the finishing point, be it either on a points or timer basis, set the computer skill level or play against a friend.

VERDICT

I've never really held out much hope for a realistic basketball game – any sport that requires that much tactile control could never be recreated using a joypad. This one didn't really make me think again, either. There is very little skill involved with scoring – luck seems to play a bigger part than anything else. Even choosing different players seems to have little effect on your game. You can't really fault the look of NBA Basketball; sprites are impressive and backdrops are, well, as you'd expect – akin to a basketball stadium. A great example of professional presentation, NBA will hold your interest for a short amount of time, but soon you'll be looking for something a little more fun. This is one game destined to be forgotten in a week.

GARTH SUMPTER

MEGADRIVE

PROS: Excellent menu system, varied gameplay

CONS: Little skill involved. Becomes frustrating quickly.

GRAPHICS	A single view of the court, but the sprite animation is fairly realistic	72%
SOUND	Not much, but what there is sounds real enough.	63%
GAMEPLAY	There just isn't enough control on your part.	41%
VALUE	You'll drop it in a day, thanks to the lack of gameplay.	31%

MISS OK! HIT

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REVIEW

by DATA EAST

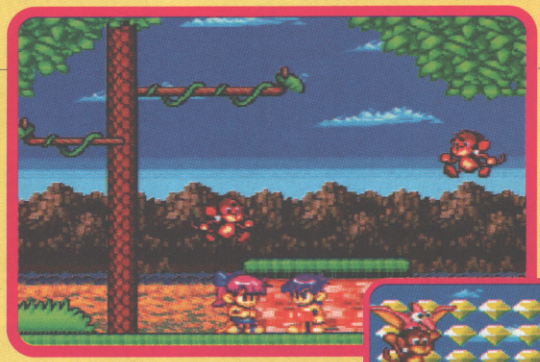
£39.99

OUT: September. Contact Data East (071 828 3201) for information.

CONGO'S CAPER

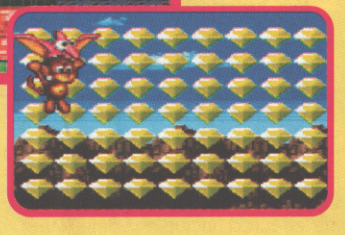
Data East go prehistoric with Congo

Created by the hands that gave us Joe And Mac: Caveman Ninja, Congo's Caper journeys further into prehistory, with young Congo out to collect diamonds. Armed with a club, his aim in life is to traversing the eight-way scrolling levels which make up his world. However, out to put an end to his gem-collecting antics are a whole host of jealous Neanderthals and dinosaurs, all of whom want a piece of the action – or Congo's ass at the very least.



Congo, girly and their chimp alter-egos, altogether at last! Aww, isn't it sweet?

Thanks, Mr Dactyl, for bringing me swiftly to this diamond-laden level!



BACK TO THE TREES

Congo's world is a cross between the Adventure Island series and the aforementioned Joe And Mac. As he runs across the danger-filled lands our lad must fend off all attacks from the baddies in his quest for gems. If he fails to carry out this relatively simple task, he is sent back down the evolutionary scale to Monkey status, and one more hit after that proves fatal.

ROCK SOLID MATES

Further on into the game, Congo's foes get steadily bigger, and include a huge cavern-dwelling Tyrannosaurus, but help is at hand from a band of heavily-disguised Pterodactyls which lift our primitive hero to previously-inaccessible areas filled with gems. In addition, further assistance comes in the form of little red eggs which, when hit with Congo's club, reveal either more gems or a little red sphere – the latter of which will revert monkey-faced Congo to human form as soon as three are collected.

Heads up! Or down, in this particular case if you want to keep it!

VERDICT

What is it with these prehistoric game themes of late? Although very similar to Elite's Joe And Mac, Congo's Caper is by far the more enjoyable of the two games. In terms of playability and graphics, Congo is streets ahead of the Elite offering, but it is still far from the perfect platformer. The action seems a little too laid back, and there's never any great sense of urgency in the proceedings to entice the player to the next stage. Additionally, although there's plenty to see and collect, the action itself is a little too samey, and even the addition of larger creatures fails to add variety. I really wanted to like Congo's Caper as it certainly looks like a superior platform game. Sadly, there's very little meat on the bone.

PAUL ANGLIN

SUPER NES

PROS: Easy to get into and bonus levels ahoy to find.

CONS: This style of game has been done to death already.

GRAPHICS	Jolly and colourful, but nothing really outstanding on offer.	76%
SOUND	The usual mish-mash of inoffensive tunes and effects.	71%
GAMEPLAY	Fun for a while, but you've been there and done that so often in the past.	77%
VALUE	Forty sovs for a reworking of an earlier SNES game is just too much to ask.	75%

MISS OK! HIT

74

REVIEW

by TECMO

£45.00

OUT: On import. Thanks to Console Plus (0532 500445) for the cart.

TECMO IS OFFERING WHAT COULD BE THE MOST COMPLETE SIM EVER – BUT IS ATTENTION TO DETAIL ENOUGH?

TECMO SUPER NBA BASKETBALL

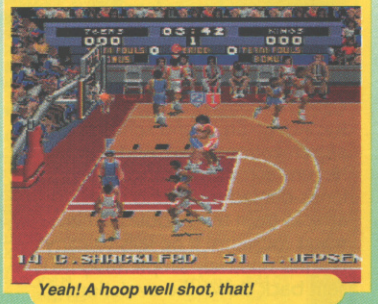
Offering more options than a Cadbury's low-fat chocolate drink, Tecmo's NBA licence aims to be the most complete basketball game released yet. A one or two-player game, NBA allows the player to compete as any one of the twenty-seven teams in the league, and also contains details on some 300 plus players from those teams – more than enough info for all you trivia buffs out there. Once your team has been selected, a close-up of the team captains jumping for possession of the ball is shown before actual play begins. So get ready to slam-dunk with the best of 'em, boy!

Huh. Just when you get a good run, you lose the ball and have to run all the way back!

SIDEWINDERS

Opting for a conventional side-on viewpoint, a full five-on-five game gives the player full control over the player nearest the ball. Via the joypad's four buttons, a full selection of passes, dummies and shots are effected, including some rather nifty long shots! In addition, the game also recognises the full complement of basketball rules, and the computer-controlled referee is ever alert for signs of dodgy fouls, obstructions and players 'travelling' with the ball. Similarly, if a player is on the receiving end of one too many fouls, he may have to be substituted before he comes a cropper and is suspended for the rest of the season.

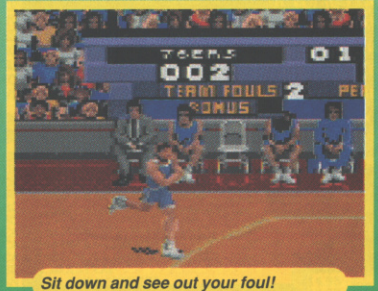
Go on, Hawkins!



Yeah! A hoop well shot, that!

SAY WHAT?

Adding to the in-game atmosphere, smatterings of digitised speech also accompany the matches, and for those of you who feel up to attempting a full season in charge of, say, the Lakers, the cart also features a back-up battery which allows you to store away your progress mid-season.



Sit down and see out your foul!

VERDICT

NBA contains more than enough moves and features to keep the most ardent basketball fan content, but what it sadly lacks is variety. After all, running up and down a court is hardly pulse-pounding stuff and this proves doubly tedious when the viewpoint remains the same throughout, unlike NCA Basketball and its impressive Mode 7 graphics. There's no doubting that Tecmo's game is a very polished title and worthy of consideration by die-hard Basketball fans, but casual gamers may prefer the slightly more pacey action offered by NCA Basketball.

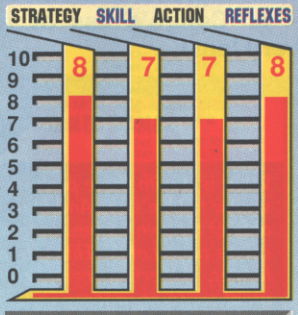
STEVE KEEN

SNES

PROS: Good graphics and enjoyable to play, especially in two-player mode.

CONS: Basketball games have been done before, and better than this.

GRAPHICS	Nicely animated, with fluid movement even when the screen is busy.	85%
SOUND	The odd squeak and bounce effect - a bit like the real thing!	83%
GAMEPLAY	Becomes a little too repetitive in the long term.	84%
VALUE	The lack of variety means that boredom will set in rather quickly.	78%



MISS OK! HIT

82

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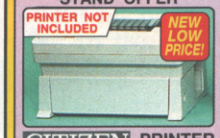

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REVIEW by ELECTRONIC ARTS £49.99

OUT: Now. Thanks to Electronic Arts (0753 546672) for the disks.

MICHAEL JORDAN IN FLIGHT

With a nickname like 'Air' you'd expect people to want to keep their distance from Michael Jordan...

On the contrary, most people can't wait to get him to endorse their trainers, food, clothes and this, his latest computer game.

The In Flight bit of the title refers to the fact that he spends much of his time in the air pushing balls through hoops in the most spectacular manner possible. For his first appearance in a PC game, programmers ZCT and Pacific Gameworks have teamed up with the man himself to make the game as realistic as possible. This involved getting his opinion at every stage of development and digitising thousands of pics of the man in action so he can be viewed at any angle in the game.

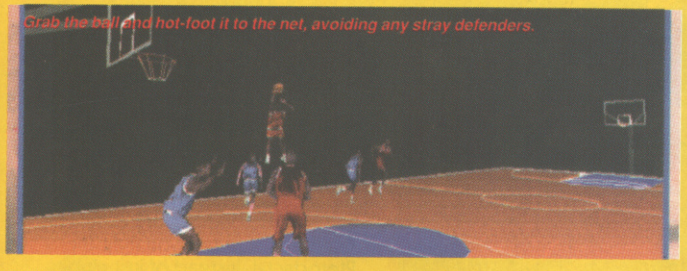
THREEDOM

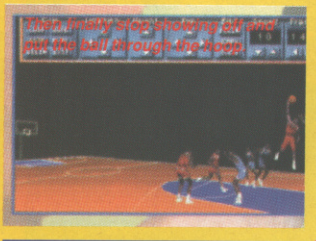
Rather than opt for the tradditional basketball format, the programmers have based In Flight on the three-on-three game. What that means to non-basketball players is three people a side, which makes for a faster game with more room for trick shots.

If you're not quite up to the $12,000,000 a year salary standard, Michael's on hand with a few snippets of information. A few plays are described in the manual, but the best tactic once you've got the ball is, simply to put your head down and run like the wind.

HOT PUMPING ACTION

Basketball tough? You bet. This is the way to do it...





ROLL 'EM

Michael Jordan's graphica aren't merely some programmer's attempt at making a sprite look like the real thing, all the animation is actually made up from hundreds of digitised frames of the man in action. For this the programmers spent ages videoing him scuttling around in front of a blue screen, occasionally pretending to dunk things. When that was done they sat down with the man himself to see what he thought needed changing. For the finished result they added these to a 3D pitch which can be viewed from almost every possible angle.

VERDICT

The problem with Jordan In Flight is it focuses heavily on realism at the cost of fun. The rotating pitch and digitised graphics work perfectly and you can view the action in replay form from a near-infinite number of angles; but despite all its features and visual wizardry, In Flight just didn't work for me. There's just not as much action in this as console basketball games such as David Robinson's. It's the best thing out there for game-starved PC basketball fans, but don't go out of your way to get it.

PAUL ANGLIN

PC

PROS: Smart digitised graphics and fluid gameplay.

CONS: It's quite boring actually.

GRAPHICS 86%
Digitised basketballers and smooth rotating court work well.

SOUND 85%
Neat sampled speech and sound effects.

GAMEPLAY 60%
Despite the great presentation it's not what you'd call action-packed.

VALUE 61%
There're plenty of better games to blow your readies on.

MISS OK! HIT

61

REVIEW

MEGADRIVE | by TAITO | £39.99

OUT: On Import. Thanks to ACE Consoles (071 439 1185) for the cartridge.

THE FLINTSTONES MAY BE A HIT CARTOON, BUT CAN THE PREHISTORIC PALS CUT IT IN THE WORLD OF THE CONSOLES?

THE FLINTSTONES

Poor old Fred Flintstone. When he finally finishes breaking rocks in the hot sun (with the help of a friendly Diplodocus, of course), does he get to sit at home and relax? Not a chance. When Fred returns to his once peaceful abode, he discovers that the place is in turmoil. Barney has lost his lucky fishing hook, Wilma has lost her favourite ribbon on the train and Pebbles has gone walkies...well crawlies anyway. And guess who's the only bloke in Bedrock great enough to save the town and get the goodies back? Yup, it's Fred. So all on his lonesome, Mr Flintstone trots off into the sunset in search of truth, justice and a lucky fishing hook!

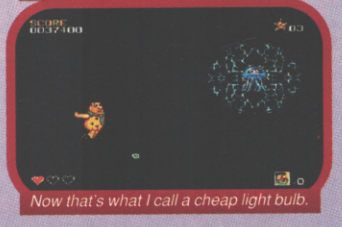
Fred has a little trouble with the first end-of-level baddy.

SLATE

Unlike most platform games, The Flintstones doesn't give you one objective to work to for the entire game. Instead, you have to complete a different task for each level. The first in a long line of terrible tragedies to plague Bedrock is the strange disappearance of Wilma's lovely necklace and Fred's special salt shaker (oh really). Never one to let a lady down, Fred wanders off in search of the missing items. Then Barney loses his lucky fishing hook and face the terrible task of never catching another fish. Appalled by this state of affairs Fred volunteers to go and look for the item. Next on the list of ill-fortune is Betty. She's gone and lost her favourite ribbon on the train; lucky it may not be, but still, Fred decides to lend a hand in the search. The sadness goes on like this and just stops short of Fred having to search for Norma Major's lucky hairnet!

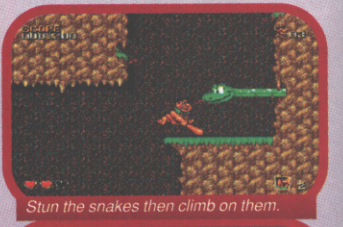
Handy, these birds

Wilma!!


Now that's what I call a cheap light bulb.

LIMESTONE

The end-of-level baddies are as wacky as some of the creations you'll come across in the Flintstones cartoon! You'll be up against everything from a swimming Brontosaurus to a huge dinosaur pulling a train! Some of the methods that have to be used to finish the baddies are excellent. For instance, when you fight the Pterodactyl, instead of just clubbing him over the head, you have two see-saws at the bottom of the screen, each of which has a rock balanced on it. To kill the big bird you must jump on one end of the see-saw, send the rocks flying into the air and whack the bird with them. It may sound a little odd but it's actually a real good laff and provides a little originality in the form of killing end-level nasties – more of that, please.


Stun the snakes then climb on them.

It'll do until someone invents the bridge.

VERDICT

Unoriginality abounds in The Flintstones, but that doesn't stop the game being enjoyable enough in its own right. The characters look like they do in the cartoons, and all of the enemies are well-defined. Sound isn't much cop – the Flintstones theme music, for example, is an abomination – but at least the game is playable and fun. And, although you might not expect it, you'll find yourself sticking with the game because you get a little further each time you play. Not a stunning release, but a jolly cart nonetheless.

PAUL RAND

The walls obviously haven't been Rhino-tested for thickness.

VERDICT

When this first came in, we all swapped jokes about it having the usual assortment of one driving level, one underwater level and one level on a train, and then we turned it on, and it did! But for all it's lack of originality The Flintstones is actually a pretty good game. The graphics have been well drawn and the main sprite is a dead ringer for Fred Flintstone. There are some excellent little touches included in the game that really give The Flintstones that cartoony feel. For instance, some of the little gadgets avaialble to you are excellent. The driving level, as unoriginal as it may sound, is actually really good fun, too. The car has been really well animated, too. A good, solid platform game to add to your collection.

PAUL ANGLIN

CLAY

Any NES owners out there getting slight tinges of deja vu, don't worry; we promise you're not going completely bonkers. The Flintstones did actually appear on the NES a short time ago. The main sprites look reasonably similar but the gameplay has been changed beyond recognition. Which is no bad thing seeing as the NES version wasn't anything to write home about. But at least it was better than the atrociously bad Amiga version. Grand Slam made rather a hash of their conversion of the classic cartoon – the game bombed out horrendously and did the reputations of the jaunty Jurassic japesters no credit whatsoever. Oh well, eh?

QUARTZ

Everybody knows that the Flintstones is a classic cartoon, but what about other animated faves? Which is the greatest animated masterpiece of all time? Here's the CVG boys' faves:

Garth: My favourite cartoon is the Road Runner. I think Wile E Coyote is the greatest of them all 'cos he he has all these mad, hair-brained schemes, just like me, wibble wibble.

Rand: The Simpsons are the tops in my books. It's so hilarious yet so true and Homer says doh all the time – Doh!

Jon: I love a bit of Tom and Jerry because it's just so violent! Also it's errm...well it's...oh okay, it's just dead violent!

Gary: Actually, I like Tom and Jerry as well. I'm probably their number one fan. Jon just got asked before I did. It's got nothing to do with me not having a mind of my own at all.

Steve: I love any of the full-length Disney cartoons because they're so full of metaphorical meanings and if you look past the immense layer of extreme cosmetic beauty you can find a plethora of underlying philosophical meanings that can be applied to everyday life – honest!

Paul: There's no denying that Batman – The Dark Knight is king of the TV 'toons. He has loads of money and drives like a nutter. I'd like lots of money and I drive like I'm somewhat unhinged as well. Plus it's on just at the same time as I crawl out of bed on a Saturday.

Hey! It's Pete's Dragon! Wait a mo, hasn't this caption been a little overused of late?

GRANITE

STAR - these are worth 1000 points.

STAR WITH FRED - these are worth 400 points.

WILMA - Makes Fred invincible for a while.

EXTRA LIFE - One extra life funnily enough.

HEART - Adds one more heart to your capacity.

APPLE - Fills up one heart.

Dammit! I missed.

Phew! That was close.

Ooh! Aah Me tootsies!

ON THE *OTHER* HAND

THE FLINTSTONES NES

Any NES owners liking the look of the Flintstones should dry the tears from their eyes and get down to the shops to purchase this platform jaunt involving Fred trying to find his pet. It's nothing fancy, just a good solid platformer.

86%

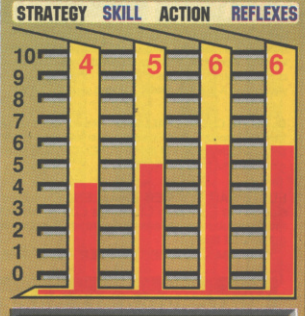
REVIEWED: CVG 131

MEGADRIVE

PROS: Clear well drawn graphics and plenty of humour give a real feel of the cartoon

CONS: Totally Unoriginal

GRAPHICS	Well detailed sprites but not much of anything else	86%
SOUND	Some nasty tunes with a pretty horrible rendition of the Flintstones tune.	78%
GAMEPLAY	Uncomplicated gameplay makes this easy to get into, but it's just alittle too easy.	79%
VALUE	The three difficulty settings should be enough to keep you going for some time.	82%



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REVIEW

by JALECO

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SUPER GOAL

YET ANOTHER CONSOLE FOOTY GAME KICKS OFF - DOES IT QUALIFY?

PHEEEEP!

Super Goal, despite what the title may suggest, isn't really that super at all. It is, in fact, a very simple soccer game bringing together teams from all around the world (and, presumably, mixing up their luggage in the process because their kits are all wrong) for individual exhibition games or the Supercup tournament. Once you've picked your team and formation, it's onto the pitch for predictable side-on soccer action remarkably similar to Tecmo's World Cup coin-op.

Ooh, scrappy! Both midfields are in disarray.

Oi, ref! He's balancing on the ball!

Get your hands on it, keeper!

The Scots nearly score a goal (which would make a change).

Not to be confused in any way with Virgin's Amiga game Goal (also reviewed this month), the latest from Jaleco arrives just as our own football season draws to a close (bye bye Borough), but in plenty of time for the impending World Cup. You get the feeling that, with USA '94 drawing ever closer, we're going to be in for a flood of footy games all attempting to cash in on the world's greatest sporting tournament pretty soon – and if this is the kind of quality we can expect from the big US and Japanese firms, we're not particularly looking forward to it...

Germany leaves the Brazilian defence standing.

CHOICES, CHOICES

There are plenty of options to fiddle with before play begins, but once you're in the game you're stuck with them, so choose wisely. You can change match length (anything from one to 45 minutes per half), disable fouls and offside rules (which helps keep the game flowing) and experiment with different formations – 4-3-3, 3-5-2, 4-4-2, Sweeper, etc. Beyond that there's little scope for tactical play, apart from Corner Kick situations, where there are four preset set-pieces to choose from.

KICK IT!

Surprisingly enough, Super Goal isn't exactly the most strategic soccer game known to man. There are two vital controls, both kicks – a gentle pass to the nearest friendly player, or a thundering boot in the direction you're facing, which is best saved for shots on goal or clearing out of your own area. Passing and tackling controls are catered for but, unfortunately, both are tricky to get the hang of, so a lot of the play revolves around individual players zig-zagging along the pitch and shooting on goal from a variety of diagonal angles. And as you might guess, the whole thing soon gets very predictable. Oh dear.

VERDICT

The Japanese and Americans don't really understand our national game, which is why we're still waiting for a good console kickabout from abroad. Super Goal isn't a patch on classics like Sensible Soccer or Kick Off 2 and it doesn't play very much like football, but it has plenty of entertaining moments and is one of the better options for SNES owners in need of a footy fix. Unfortunately that says more about the sad state of the SNES soccer scene than the quality of this game. Surely someone can come up with something better?

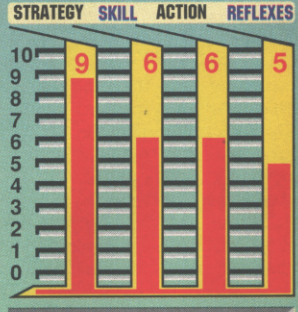
GARY WHITTA

SUPER NES

PROS: Plenty of options and some nice cutaway slices of animation for goals.

CONS: It's too difficult to score goals, so 0-0 scorelines are all too common.

GRAPHICS	Players look okay, apart from the girly long hair, and the kits are awful.	63 %
SOUND	VERY strange spot effects – kicking the ball sounds like flushing a toilet.	56 %
GAMEPLAY	Seems a lot of fun at first – but it doesn't take long for it to get very predictable.	74 %
VALUE	Even in two player mode, boredom doesn't take long to set in.	65 %



MISS OK! HIT

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REVIEW

AMIGA ▶ by VIRGIN ▶ £30.99

OUT: May. Contact Virgin Games (081 960 2255) for information.

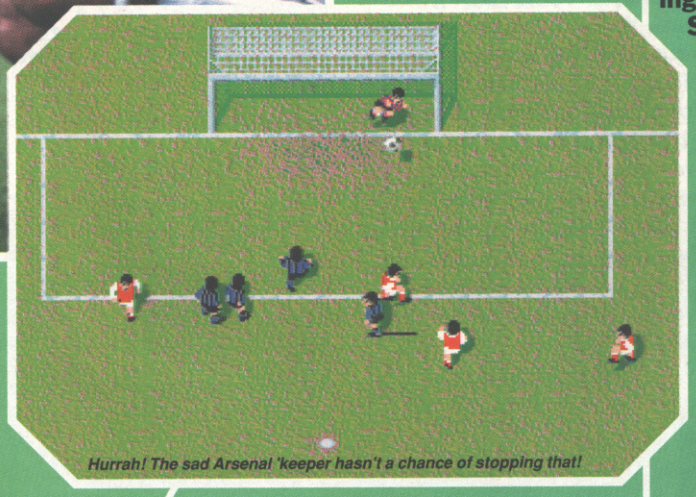
DINO DINI'S BACK IN TOWN WITH A GAME TO NICK THE SENSISOCCER CROWN!

GOAL

God created the world in six days. And it was good. On the seventh day he had a rest. Which is obviously the time that Dino Dini snuck in and created Kick Off, the most amazing thing to happen to football simulations in the history of computing. But it came to pass that Sensible Software got in on the act with Sensisoccer. That was good. It also made Dino mad. So off he toddled to Virgin Games with Goal! The gamesplaying world expected more than just a re-hash of the original – does the boy Dini deliver?

SIGN ON, SIGN ON, WITH A PEN IN YOUR HANDS

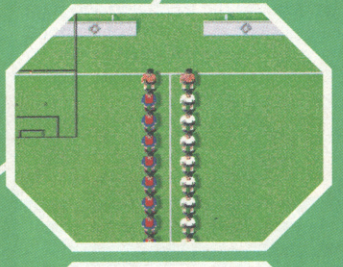
Let's face it – graphically, Kick Off and Kick Off 2 weren't up to much, were they. Basic sprites and flat pitches (mind you, there's not much else a pitch can be other than flat). Dino has listened to your complaints about visual blandness and spruced up the characters, which now look much more meaty – they're better animated, too. Sound has also been given the treatment, and now there's a stack of extra sampled effects, the most impressive being the tell-tale thud of the ball smacking against the goalpost, announcing to the world that you're a sad man who can't stick it in the net!

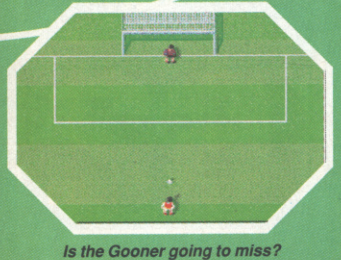


Hurrah! The sad Arsenal 'keeper hasn't a chance of stopping that!

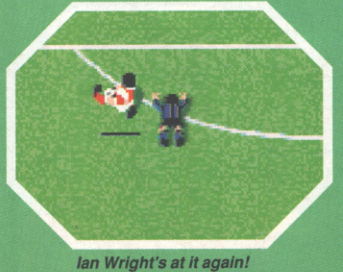
It's there! Hurrah!

It's half-time time!





Is the Gooner going to miss?

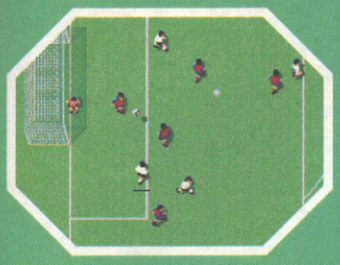


Ian Wright's at it again!

VERDICT

I was dubious of Goal! when I heard it was coming. Exactly how much more could Dino Dini do with a game that many see as the benchmark for all soccer sims? I loaded it up, and found out. Goal! will have as much an impact now as the original did in the late '80s; the control system is much the same as before, but subtle additions, such as players running faster when you keep the joystick pushed forward, add so much more to the overall package. And, with the two new views, it's as if there's three different games in one! Move over Sensible Soccer, there's a new kid in town!

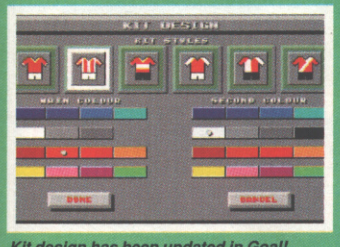
PAUL RAND



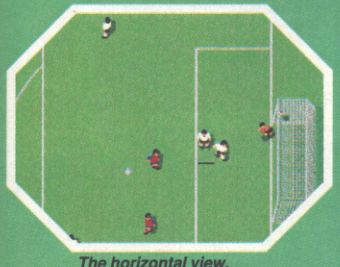
Fancy footwork, side-on.

OVER 'ERE, SON, ON ME 'EAD!

Kick Off's control system was, and is, revolutionary. No football game previous to Dino's classic had employed a system which didn't involve having the ball stuck to the player's foot – in Kick Off and its sequel, the infinitely better Kick Off 2, the ball is free to travel anywhere on the pitch. This winning system has again been employed, but in Goal!, as opposed to the previous two which made it very difficult to perform tackles without taking out the player and receiving a foul because the ball would be almost stood upon, the ball is positioned in a way that allows the opposition to steal it without taking out his man.



Kit design has been updated in Goal!



The horizontal view.

THE BOY DONE WELL

The most radical change in Goal! compared to Kick Off 2 is the way throw-ins and corners are handled. This time around, both are catered for using the same method – and it's an ingenious one. The screen displays a dotted line emanating from the player poised to take the throw/kick, and this can be altered for length and height using simple joystick commands. This system allows for far more accurate placing of the ball than was possible, certainly in terms of corner kicks which were taken using nothing more than a handful of directions.

VERDICT

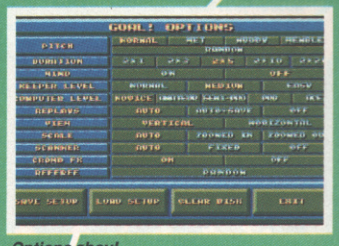
I'm one of the all-time Sensible Soccer fans an former Kick Off 2 addict- having finally seen Dino Dini's latest, I have to admit he's once again done the impossible and created a game to rival the Sensible classic! There's something here for everyone, and whether you liked the Kick Off series or not, I guarantee that you'll love Goal. My only problem is that, like the earlier Kick Off games, it takes a little while to get to grips with the controls, but once you've mastered the basics,there'll be no stopping you! Over to you, Sensisoft!

GARY WHITTA

TERRY BUTCHER'S ON THE DOLE!

You can play in more than one perspective! As well as the ordinary Kick Off 2 view, you can also take on the opposition with the screen pulled back, very much like that seen in Sensible Soccer (this view is used to take corners and throw-ins in normal mode, but there is the option to play a full game using it). You can also flip the screen through ninety degrees and play horizontally! This option is the most impressive – it totally changes the way you play the game – it's like having two different footy sims in one!

Time for a stats check!

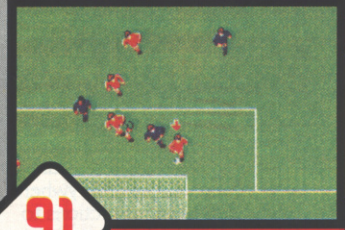


Options ahoy!

THE GAME'S NOT OVER 'TIL THE FAT LADY SINGS

Kick Off 2 was an excellent game, but a big gripe was not being able to tailor the teams to suit your requirements. You still can't alter stats in Goal!, but you won't complain too loudly because Dino has included over 3000 different players in the game, with the option to alter their names! Teams incorporated, include the cream of European and world sides, and each player has his own individual strengths and weaknesses making the game even more realistic.

ON THE OTHER HAND



SUPER KICK OFF: £34.99

Goal! Is on the Megadrive later this year, but if you can't wait that long you could do far worse than get your hands on this, the most impressive conversion of the prequel to Dino's latest and a bloody good game in its own right.

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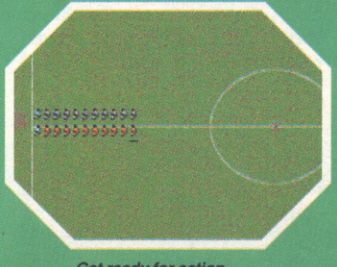
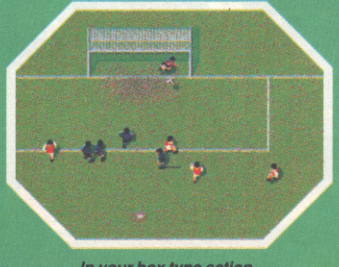
REVIEWED: ISSUE 136



Get ready for action...



In your box type action.

AMIGA

PROS: Options a-plenty and for two-players you won't find a more enjoyable game.

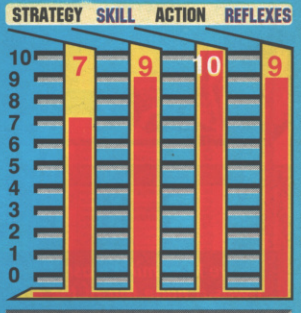
CONS: The control system is a chore to get to grips with in the initial stages.

GRAPHICS 89 — Super animation, and generally a vast improvement over the prequel in all departments.

SOUND 90 — Lots of fitting sampled effects give the feeling of being right in the thick of the action.

GAMEPLAY 93 — Take time out to learn the basics and you'll spend forever learning the intricacies!

VALUE 94 — Even if you own Kick Off 2 you should get this – it's a whole new ball game.



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93

REVIEW

by NAMCO

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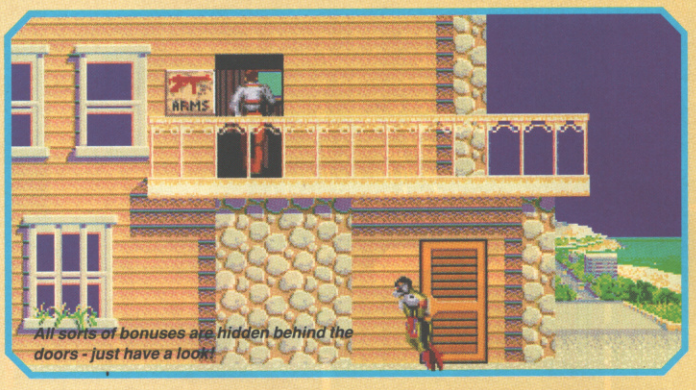
OUT: Now. Thanks to Console Plus (0532 500445) for the review cart

MORE ADDICTIVE THAN BREATHING

Rolling Thunder is a coin-op as old as the hills, and one of the best I've ever played. Now you can play it at home and face the awesome might of Geldra once more. . .



All sorts of bonuses are hidden behind the doors - just have a look!

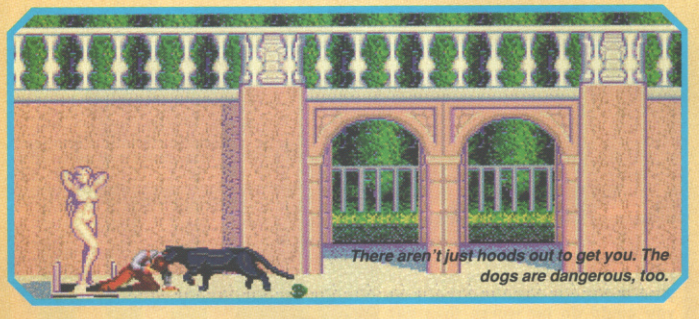
ROLLING THUNDER 2

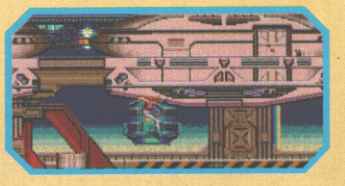
DANGER

Now this is my kind of espionage. None of this 'leaving bugs' and 'mini cameras' and all that boring MI5 nonsense. Go in with a gun, sneak through the buildings shooting everything in sight, and get to the source of the problem. Faster than tapping phones, more messy than infiltration and a damn sight more fun than a utility pen.

SUSPENSE

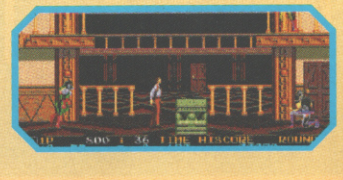
Spread over half a dozen huge levels, Rolling Thunder 2 has taken the original idea of the balcony-leaping hero and upgraded it slightly. Instead of miles of bland corridor, you now have to fight your way through a variety of worldwide locations and beat a path to the door of the arms merchant, Gimdo. Albatross, the original hero, is available for action, but just in case you fancy a change, his more curvaceous friend, Leila, is armed and primed too. Or you can both go in at once, just to even the odds a little.


There aren't just hoods out to get you. The dogs are dangerous, too.


As before, you are required to leap between balconies

THRILLS

One (wo)man against Geldra is like pitting a six-year-old with a pea shooter against the Territorial Army. Geldra's men swarm everywhere, and they all have instructions to shoot first and ask questions later. Help generally comes in the form of weapons rooms hidden behind doors. Collect more ammunition and, occasionally, a more powerful weapon — much needed in the face of giant robots and mad, bombing lizards!



VERDICT

I have to admit, I wasn't quite sure when I stuck the cartridge in its slot. I was a huge fan of the original and obviously didn't want to be disappointed by a poor cousin of the excellent original game. Thankfully I was not disappointed. This game plays almost exactly like the coin-op, and retains all the excitement of the arcade thanks to very few enhancements, a bonus of sorts as the original played so well. And the difficulty level is well thought out, making the game seriously addictive - its got that 'just one more go' feeling!

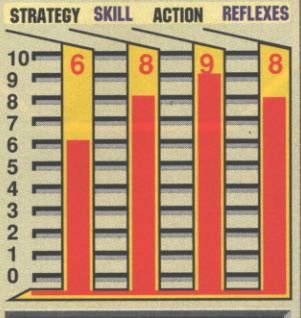
PAUL ANGLIN

MEGADRIVE

PROS: Well playable, very addictive. Variety of weapons, enemies and tactics

CONS: Later stages could be a little too difficult

GRAPHICS	Much the same as rolling Thunder 1, with slightly better backdrops	81%
SOUND	Sad little plips and a machine gun that sounds like a cough	68%
GAMEPLAY	Un-put-downable. Gets progressively difficult but too hard on later stages.	86%
VALUE	Worth spending the dosh on. Nostalgic and very playable.	71%



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REVIEW

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THANKS: to Jaleco (081 4468431) for the cartridge.

KING ARTHUR'S WORLD

This is the life. Swords stuck in stones, loads of glorious Welsh countryside, damsels in distress, more loyal subjects than you could possibly slay in a week. Can the SNES really stand up to the challenge of recreating this classic myth?

As Arthur, the first thing you need to do before you pull your chopper out of the breeze block and run headlong into battle, is gather your subjects and find out what they can do. However, it seems the only way you have of testing them is to make them walk from right to left through buildings and over traps to reach an exit, employing whatever special powers they might have, such as being able to shoot, or blow things up. Mmm, it all sounds like Lemmings. However, I can't help thinking that the team behind King Arthur's World got the wrong idea. There's more to Lemmings than just small graphics. There's fun, speed and edge of the seat tension. Not slow indistinguishable graphics and plodding levels. King Arthur's World has no entertainment value at all.

All out war as your knights take on a small group of rowdy unarmed peasants.

Congratulations! Another mission finished in fine style!

Arthur holds fast as the suspicious looking pit trap looms before him.

REVIEW

MEGADRIVE ▶ by SEGA ▶ £39.99

THANKS: to Consoles Plus (0532 500445) for the review cartridge.

CHIKI CHIKI BOYS

Two little tykes are on a mission from God. Let's hope that the Megadrive version of this arcade classic, otherwise known as Mega Twins, can do better than the previous ploppy conversions...

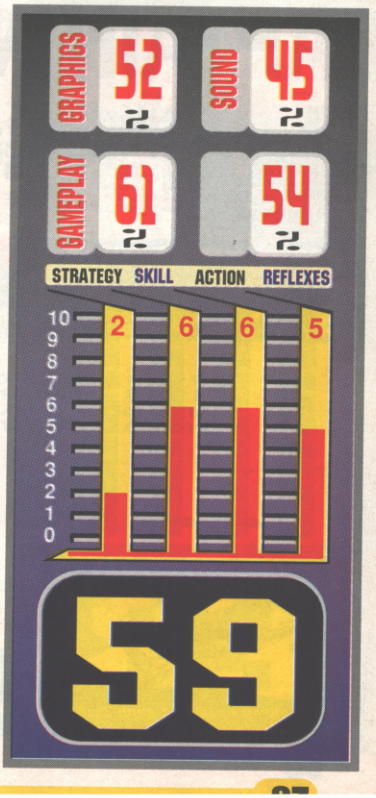
Two boys were both deformed at birth by a large weight dropped on their mums. With a little help from the gods, the lads, Chiki and, erm, Chiki, are lead blindly into a quest to save their fantasy world from all sorts of marauding evil-doers. This game sounds unbelievably similar to all sorts of arcade platform offerings from the past five years.

The graphics try to be appealing, but simply-drawn characters are not automatically cute characters. The sound tries to be unique and full of character, but occasional high pitched squeaks do not overly excite the lug-holes. Yes, it plays fine, but find me a Megadrive platform game that doesn't play OK. There are so many better variants than this on the market, that this one just isn't worth considering.

The Earth level - the easiest one of the game. Your only foe here appears to be large rocks that spit fire.

Select where you want to begin.

Can a man fly without wings? No, but it makes for a fun level.



REVIEW

SNES ▶ by MELDAL ▶ £50.00

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KING OF RALLY

The Paris-to-Dakar Rally is one of racing's foremost events, and the Super Nintendo can do a more than capable racing game. Meldal's release hits the dusty trail...

Your car can be fully customised to your own specifications, including three types of engine and steering.

We already know how great the SNES is at 3D, sprite- based racing games. First F-Zero set the standard, and then the brilliant Super Mario Kart. As techniques progress, could King Of Rally be the game to up the stakes? As it happens, no, it couldn't.

The race is a series of tortuous stages over all sorts of terrain racing from Paris, through the snows of Moscow and deserts of Asia down to the city of Dakar. Few survive, let alone arrive with their car in one piece. Mind you, all of the competitors do have one over you: they can see where they're going. Er, that's the main problem with King of Rally. When your car turns the corner your vision doesn't quite follow. Before you know it, you're facing an oncoming car. The game's really limited and this doesn't help.

As is per usual with rallies, there are few other cars to pass as everyone is racing the clock rather than each other.

REVIEW

SNES ▶ by RAYA SYSYEMS ▶ £50.00

THANKS: to Consoles Plus (0532 500445) for the review cartridge.

CAPTAIN NOVOLIN

Weird or what? Can you help the world's first diabetic super hero control his diet? Hide the bags of sugar and get to it!

Your mission, should you choose to accept it, is clearly laid out at the start of the game

Eat too many sugary foods, and you'll soon hit the deck with stomach

Between lives and levels, some helpful advicefor diabetics from the didgital doctor.

Yes, it does sound like the worst in bad taste, but it's true. With your SNES controller, you can help Captain Novolin keep his blood sugar levels at the right balance through his complete daily diet, eating the right foods according to the doctors that pop up and avoiding or crushing the unhealthy, sugary foods that leap towards you!

The game plays as a sideways scrolling beat-em-up, and not a particularly good one at that. The controls are appallingly bad, and the subgames, where you have to check your own blood sugar levels and inject yourself with insulin are in the second worst taste. The ultimate in bad taste comes from colliding with too many doughnuts. where you clutch your stomach and collapse to the floor with stomach cramps! Not very educational and only entertaining if you've got Garth's sense of humour.

REVIEW

PC ▶ by GREMLIN ▶ £34.99

OUT: Now. Contact Gremlin (0742 753423) for information

ZOOL

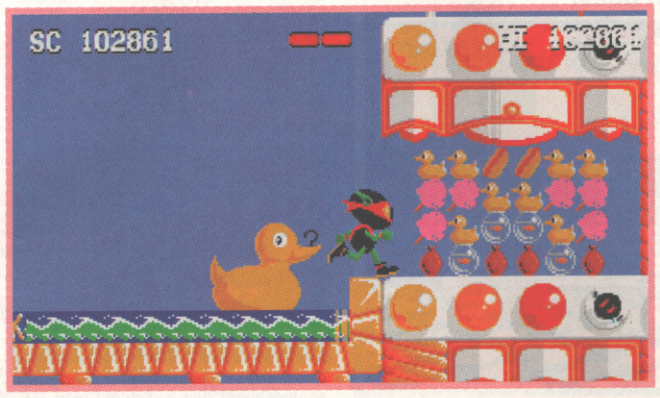
He's already been a mammoth hit on the Amiga, the so-called Sonic smasher, and he'll soon hit the streets as an arcade machine and a lollipop. But here's his PC debut.

Zool was written with the Amiga in mind. Everything about it was designed to use all the tricks the Commodore machine could muster — and so rightly earned its place as the ultimate in Amiga platform games. Trying to convert it directly to the PC might not seem right, but Gremlin has tried anyway, and they really haven't done too badly.

There's no real plot or gameplay to explain. Zool is a Space Ninja that has to travel through numerous colourful worlds trying to get home. Along the way he has to do all sorts of console-style jumps and moves, and collect coins and bonuses and everything else you'd expect from a game designed to be a Sonic beater. However, on PC he just doesn't move as fast as he should, and the controls lack the necessary speed.

Above: Zool's already been on loads of formats.

Left: Leap, sproing platform fun!



Gremlin is well proud of Zool. He's the first computer character converted to arcade.

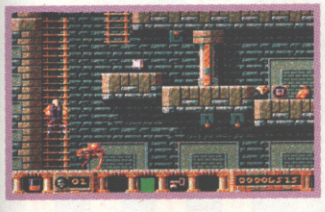
REVIEW

MEGADRIVE ▶ by MINDSCAPE ▶ £39.99

OUT: On import. Thanks to Console Plus (0532 500445) for the cartridge.

GODS

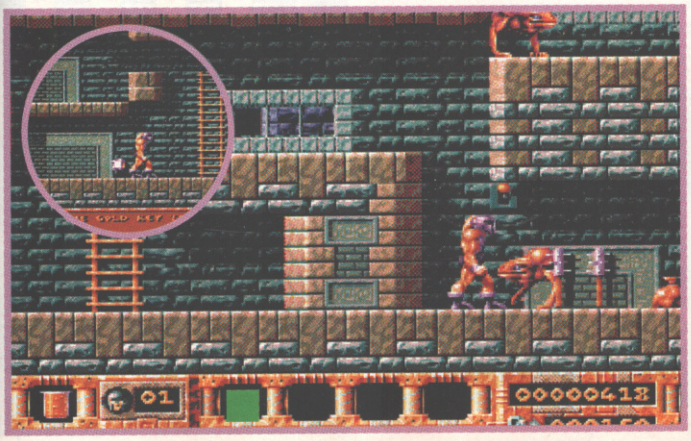
The Bitmaps return with another conversion of a favourite title. Will it be as popular on the Megadrive? Only the gods themselves can tell...



Ladders are the only way to get around the maze. Just because you're blessed by the gods doesn't mean you can fly, you know!

Switches dot the levels, each performing a mysterious task. Will this one kill you? Pull it and see!

Helpful clues appear throughout the game and are there to give you a gentle push in the right direction.



You are a simple warrior, seeking the ultimate prize of immortality by facing a challenge layed down by the gods themselves. They have decreed that you must slay the four guardians of a city by way of proving yourself. This is not as easy as it sounds. For a start there are all sorts of creepy nasties just waiting to nip at your Achilles heel, and the complicated, maze-like layout of the city itself simply adds to what already feels like an almost impossible task.

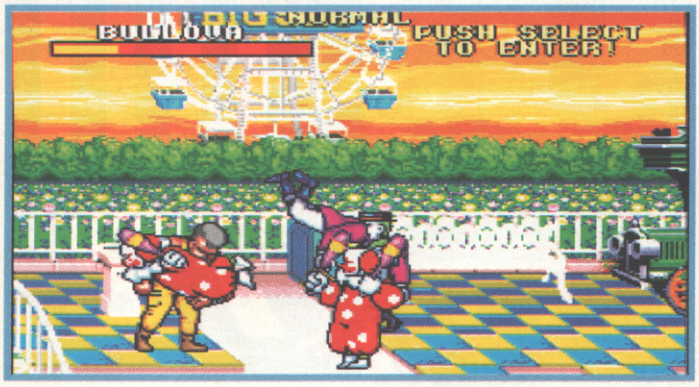
Although most of the game is action combat based, there is enough puzzle solving to keep hardened adventurers tearing at their hair, as switches need to be employed to allow you to pass dozens of obstacles and collect vital pieces of equipment. To make life easier, you can call up hints at various points, but for the most part these are so vague, they don't make much of a difference. An excellent game, converted well to the Megadrive.

REVIEW — SNES — by TECHNO — £50.00

THANKS to Console Plus (0532 500445) for the review cartridge

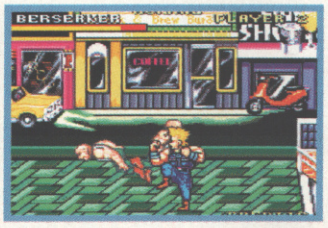
THE COMBATRIBES

A combat game or a beat-'em-up with a difference? Does the Super Nintendo really need more street fighting? Of course it does.



Killer clowns from the local theme park threaten to stamp on you with their big shoes.

There isn't a whole to write about The Combatribes that hasn't been written somewhere else about a dozen other games. It's a horizontally scrolling beat-'em-up, in the vein of everything released since Renegade with no new touches whatsoever. Choose from one of three characters, all of whom are drawn in that typical rugged way, and walk them through a variety of sleazy, fighting opponents who make up what they miss in talent with sheer numbers. Unlike other games, though, these enemies don't really seem to fight back much. In fact, for the most part you can quite comfortably stand in one place repeatedly hitting any of the four buttons and you'll probably win. Sorry, it's just a really dull game.



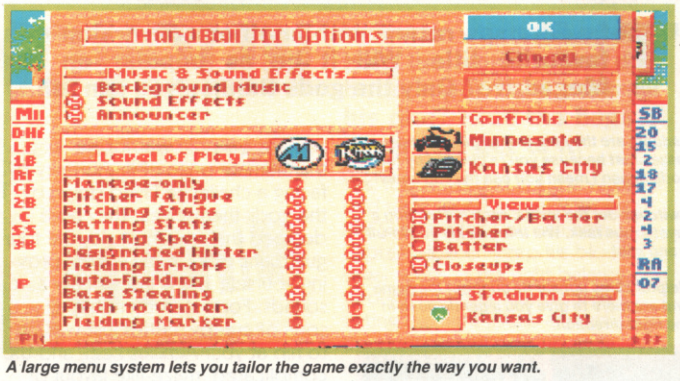
One swing with your foot and down goes another biker. Slow and stupid, they make good target practise.

REVIEW — MEGADRIVE — by ACCOLADE — £34.99

THANKS to Accolade (081 877 0880) for the review cartridge

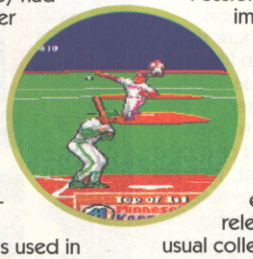
HARDBALL III

Accolade has always published games of this popular sport, which are now on their third incarnation...



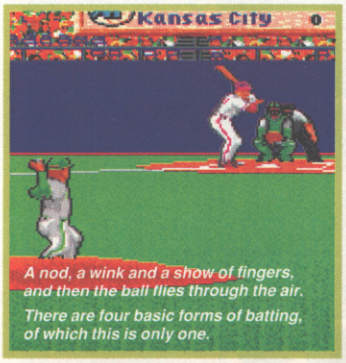
A large menu system lets you tailor the game exactly the way you want.

Since the mid-eighties, Accolade has strived for the perfect baseball game. Many thought they had it with Hardball, but after playing Hardball III, the original is well and truly kicked into oblivion. Obviously the basis of the game remains the same - after all, baseball is baseball. For the most part even the control system remains unchanged (basic menus used in conjunction with joystick movements during action segments).



What has been souped up is the presentation.

Possibly the single most impressive aspect of the game is the continuous commentary supplied by baseball expert, Al Michaels. For everything you do, he has something to say, and oddly enough, most of it is relevant, rather than the usual collection of random samples. Highly playable and a great deal of fun by anyone's standards.



A nod, a wink and a show of fingers, and then the ball flies through the air. There are four basic forms of batting, of which this is only one.

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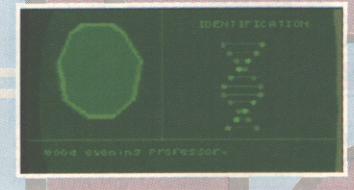
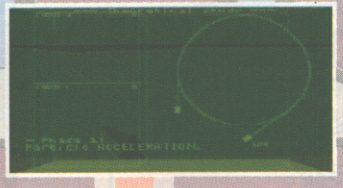
CHEAT MODE

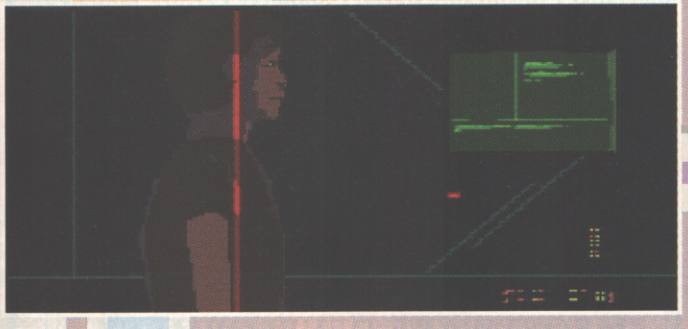
THE COMPLETE CVG GUIDE TO

ANOTHER WORLD

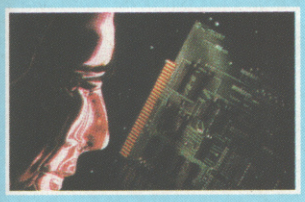
Another World has been scorching the pants off Megadrive and SNES owners just lately so we though it was about time we printed the completed guide to it. And who better to do it than the person who lives in his very own world — Paul Anglin. I'll step aside now and let the youngster take you through this stunning game.





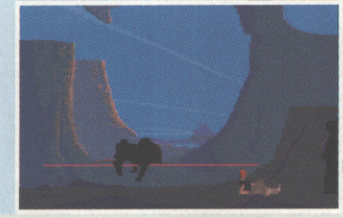


SCENE ONE



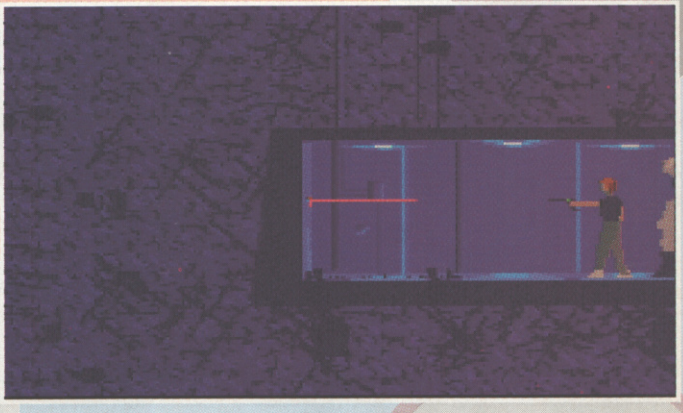
Here's some brilliant hints for this scene. As soon as you appear in the water, push up until you climb out of the pool. Move right onto the next screen. You will see a load of black slugs on the floor. To kill these walk up to them and use your kick. It's worth taking your time over this 'cos if one hits you, you're dead.

The next screen is exactly the same. Just run across the next screen until you get to the beast. You will automatically stop in front of him. As soon as you stop, press left on the joypad and hold it. This will ensure that you start running as soon as possible. Keep running until you get to the ledge. As you reach the ledge push diagonally up and left and jump. You will grab onto the vine in front of you. The vine will snap, so as soon as you get on it push right, and when it does snap push jump and you'll land on the floor. As soon as you hit the floor run right 'cos that beast is still after you. Eventually you will bump into a cloaked alien. He will blow away the beast for you, and capture you. That's the end of scene one.

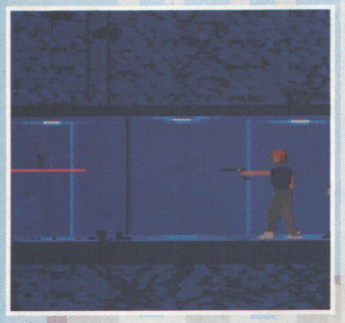


SCENE TWO

Once you have regained consciousness, you will find yourself in a cage with another hostage. To get out you have to make the cage swing. To do this push right and left on the joypad and continue until you get the cage swinging. When you have got enough swing and you are over the guard, the cage will drop down on top of him and kill him. The person who gets out of the cage is your friend so don't panic. He will turn to you and tell you something in Alien language. Take one step forward and crouch down to pick up the gun. Run after your friend but beware there are aliens around (remember that by holding down fire you will create a shield with your gun). When you catch up with your friend turn left left and create a shield immediately 'cos there will be aliens approaching any second. You need to protect your pal 'cos he will be tapping in a code that allows you to access the next part of the level. Put your hand through the shield and shoot the aliens. They will have also created a shield. To get through this, just hold down the fire button until a massive blue ball appears and let go. This will go straight through the enemy's shield. Remember to keep creating new shields to protect yourself. Once your companion has tapped in the code, follow him off the screen. Walk to the end of the dark passage and get on the platform. This is a lift that will begin to move the second you step on, so make sure your chum is on it as well. Pull down on the joypad to operate the lift and go right to the very bottom of the shaft. Walk left onto the next screen, there will be

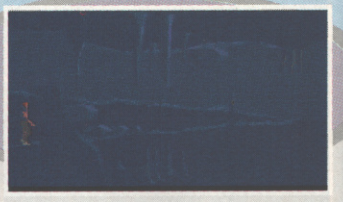


a guard. Kill him. You will see a dead end. You will notice there is a small gap going up in the ceiling with blue lights along it. Shoot at the wall and the lights will disappear. Then go back onto the lift and go up to the next level. Walk to the next screen. Charge up your gun until it gets to full power and then fire it at the door to blow it up. Walk up to the gap in the floor and pull down. This will transport you onto the lower level. There is a man trying to open three doors, but he won't be able to do it 'cos you've blown up the power supply (that's what the blue lights were). Wait for your pal to catch up and then move onto the next screen. But don't hang around, there are aliens pushing you all the way. On the next screen push up to go to the next level and go through the first door. Wait there, your friend will come up and there will be another alien behind the door. But don't worry, your chum has got it all under control; he will open a trap door for you. Fall down the hole then roll across to the other hole and fall down that.



SCENE 3

You will find yourself in a narrow passage right in the midst of the incredible level three. Here's how to get out of it: roll left until you reach the stuff coming through the ceiling. This stuff kills you so be careful of it. Drop down a short way, now roll right until you drop down again, taking care to avoid the stuff. Then roll right until you fall again, then go left; there will be stuff falling from the ceiling on both sides of you here. Then right again and drop down. Then left and drop down. Then right. You will now be facing a blue brick wall. Walk towards the wall and the door behind you will close — and you will be lifted into the air while electricity flows around the room. When you're down walk out again. Your gun will now be fully charged. Walk out and stop before the three big doors. Blast them out of the way and get your gun charged up again. Run right onto the next screen and go down the passage onto the next screen. Kill the guy in front of you (it may be easier if you use your shield) and carry on running right. As soon as you appear on the next screen, jump off the broken bridge and you should land on a ledge on the right of the screen. Shoot the wall and walk in.

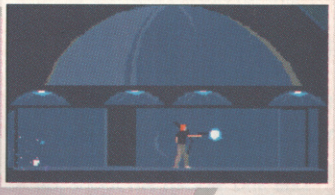


SCENE 4

You will find yourself underground. Walk right and drop down the first hole. You will now be on a light grey platform. Walk right again but this time drop down the very first hole. You will now be on a plateau of rock. Walk right onto the next screen. When you get there keep walking right until you come to a pit with spikes at the bottom. Push up and jump to clear the spikes and then stop. Now push up and fire to jump onto the next screen. Rocks will start falling from the ceiling. This time you need to run as soon as the first pair of rocks hit the floor. Go past where they landed and then stop. Do the same with the next rock and go onto the next screen by RUNNING past the vines hanging from the ceiling. Once on the next screen run past the first set of vines then stop just at the edge of the hole. If you're not very good and keep falling down the hole then try just jumping it. Edge over to the next hole but stop there as soon as it starts chomping. Push up and jump to do a small jump over it then push up again to jump over the third hole. Walk onto the next screen and stop before you reach the vines. Quickly fire off three shots to get the vines to move back a little. Quickly jump over the first hole. Then do a big jump and run very fast. Next do a small jump over the gap in the floor and then a big jump over the last two. Walk onto the next screen and then just carry on to the next. Blast the door in front of you. Now for the fun part - you've got to go all the way back again! Walk left onto the empty screen then onto the next. Small jump over the hole and a big one over the gap. When you appear on the next screen you will have noticed that the three sets of vines will have gone. Do a big jump over the first two holes then a small one over the third. Next screen - do a small jump over the first two holes then a small one on the third and keep running until you get to the end of the screen. Run onto the next screen and onto the next. Run up the slope. A winged errm... thing should fly onto the next screen with you. Blast the bird and get it to fly onto the next screen with you. On the next screen stop quickly. At the edge of the drop do a big jump and push up, you will climb the piece of rock hanging from the ceiling, climb to the top of the rock and jump again. Carry on doing this until you are at the top of the rock on the next screen (the bat will keep the vines busy). Walk left and drop off the end of the rock. Move to the far left of the screen and turn around. Blow away the bottom of the big rock then run up it onto the next screen and jump over the two holes. On the next screen just jump over the hole again. Then go onto the next screen and stop. Carefully walk left so you just go off the screen and turn around. Blow away the wall of rock and let the water out. Very quickly run left onto the next screen and jump the hole. Run onto the next screen and jump the two holes. Finally run onto the next screen and jump over that hole. Run onto the light grey platform and it will shoot up. Walk right onto the next screen and run up the slope. Blow away the door and move onto the next screen. Go straight past the steps and over to the next screen. Carry on past the light grey area onto the next screen. Go down the steps and make a shield. An alien will come on, make sure you kill him nice and quick. Now turn around and run back to the steps. This time go up them.When you're at the top stop. Turn around and jump right over them. Carry on right past the next screen and the light grey area and onto the next screen after that and cor blimey, it's Scene 5 ahoy.

SCENE 5

You will now be in a corridor, stop, you will see your friend below you crawling through a very small passage. He will get stuck. Don't worry you'll rescue him later. Walk onto the next screen and down the steps. An alien will suddenly appear, kill him and carry on walking right. On the next screen go down the steps, carry on down the steps until you are standing on a gap in the floor. Pull down and onto the ground. Turn left and fire. This will bring the aliens mate on so as you don't have to worry about him. Walk right, you will be punched by an alien as you try to go onto the next screen. He will pick you up by the throat. Push up and fire and you will kick him in the plums. He will fall over and you will drop to the floor. Run left and before you get to your gun pull down left and fire. You should roll and pick up your gun. As soon as you are kneeling down facing the alien, rapidly press fire to kill him. Move right onto the next screen. About one quarter of the way into the next screen stop and make a shield. Quickly turn around and make another shield. Firstly kill the alien on the left (because he fires more often than the one on the right). Now turn around and make yet another shield. Then kill the other alien. Walk right onto the next screen and jump into the water. Pull down and you will swim down and down. Swim to the bottom then go left...Carry on going left until you come to the two passages leading up. Go to the second passage and take a breather. Now swim right down past the upward leading passage entrance and down a gap in the floor. Carry on going down (don't worry about the spikes) and go right and climb out of the water. As soon as you are out of the water jump over the holes. Shoot the power supply (little blue lights going upwards). Then run onto the next screen and jump the holes, then jump back into the water. Swim back to where you first jumped in. Climb out on the right hand side. Run and then start jumping onto the next screen. After three jumps duck. The alien will fire a big shot. As soon as he has start jumping right again. Carry onto the next screen and stop. Turn around and edge back to the previous screen. As soon as you are there let rip with your gun and kill that alien. Now it's time to rescue your pal. Go left past the water and the other side onto the next screen. Carry on going until you come to a room with three sets of lights dangling from the roof. Climb onto the steps at the far left of the screen and turn around. Fire your gun and the biggest set of lights will fall to the ground. Now run back past the water and fall down the hole by the dead-end. The next bit needs to be done very very fast. When you land turn round and blow away the right hand side door. Now run past the next couple of screens until you reach what looks like a lift door. Facing left position yourself under the trap door in the roof. Make a couple of shields and kill the aliens that come onto the screen. Soon a hand will open the trap door and your friends head will appear. He grabs you and lifts you up. On the next screen quickly follow your friend into the tank.



SCENE 6

After you have arrived in the fighting area a box will appear in the top left and corner. Using the hand press all the buttons. Eventually you will launch a load of missiles. Carry on pressing all the buttons. Again eventually you will press a button that makes you and your friend eject from the tank and fly through the air in pods.

SCENE 7

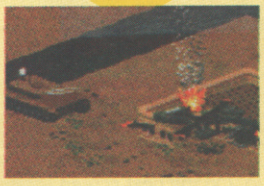
A swimming pool appears with lots of naked aliens bathing in it. You crash through the roof and land on a platform. The women scarper and aliens appear and start to shoot at you. Run right onto the next screen.Very quickly make a shield and have a go at killing the aliens that appear. On the next screen your friend will smash through a stained glass window. Run after him. A gun shot will blow a hole in the walkway. You will automatically fall down the hole. A hand will grab you as you fall. You are lifted up by an alien. After being kicked around a couple of times your pal comes to the rescue. As soon as he does push right. You will eventually get to the four levels on the right hand wall. Eventually the alien throws your friend off the walkway but somehow he survives. When the Alien is in the middle of the screen press fire. A blue bolt of energy comes down and kills him. If you have only pulled one lever pull the second one and push left on the joypad. If you do this quick enough you will crawl into the beam of sunlight coming through the gap you just opened. You will now be transported upwards.

CHEAT MODE

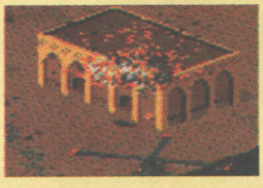
Oh yes, the sun is shining, the birds are singing, Steve Keen's wearing odd boots and poncing around with his hair, it's that Cheat Mode time of the month again. What fun and japery do we have in store for you today? Quite a lot actually. Peruse these very pages and you'll see the mammoth amount of brilliantness that lines them. There's a whole page of Action Replay Codes and a blisteringly packed guide to Another World. All this (apart from the Another World guide 'cos that was my idea) results from you lot finally getting your act together and sending me some decent stuff; more of that please. Before I go any further I have to warn you: DO NOT read the cheat for Night Trap. The reason being that as we all know it's so full of scenes of 'gruesome murder and torture' that the sheer terror of this game can even be felt in the cheat for it, or so certain newspapers would have us believe — so be careful. Provided all your brains aren't destroyed by this 'terrifying new direction of video games', please send all your cheats to: PAUL ANGLIN'S: OH HELP I'M BEING TURNED INTO A PSYCHOPATH BY THIS TERRIFYING NEW REGIME OF GAMES WHAT CAN I DO?, CVG, 30-32 FARRINGDON LANE, FARRINGDON, LONDON. EC1R 3AU. Until then I'll see you next month; I'm just off to horrifically maime, murder and mutilate some innocent people, just like the papers say.

AMIGA

DESERT STRIKE



The sequel is reviewed this very issue, but here's a cheat for the original Amiga version all the way from Russell Sands in Winscombe Avon.
It's a rather useful cheat for Desert Strike. Enter BQQQAEG as the password (yes the same as the Megadrive one). Now play as normal but with ten lives.



MEGADRIVE

ROLO TO THE RESCUE

What's the difference between a multi-ton Elephant and Jon White from Alton Hants? Elephants can't get decent cheats on a piece of paper. On the title screen hold down up and diagonal left, A and C then reset. Hold down for five seconds then press B. You will now have a list allowing you to become invincible, have infinite lives and be able to open the whole map.

ECCO THE DOLPHIN

Aaron Thomas from Aylesbury in Bucks has escaped the Tuna-Fish-capturing net long enough to deliver this top tip for Ecco. Take it away. To get infinite lives go to the password screen and type SEAHORSE. Then you'll re-appear outside the cave where you can use your normal password.

SUPER NINTENDO

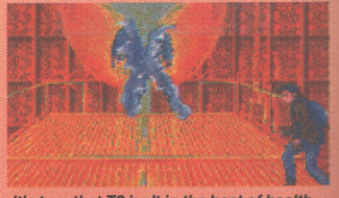
WAYNES WORLD

A cheat for this most excellent game comes courtesy of Chris Bates from Sunderland. And what a most excellent cheat it is — not! On the spinning Wayne's World logo hold down X, Y, B, L, R and down, then press up and a level select will appear at the bottom of the screen.

BUBSY THE BOBCAT

Ronald De Wilde from Amsterdam is even quicker than the famous Bobcat, 'cos he's managed to get me these passwords for this game:

Level 1: JSSCTS
Level 2: CKBGMM
Level 3: SCTWMN
Level 4: MKBRLN
Level 5: LBLNRD
Level 6: JMDKRK
Level 7: STGRTN
Level 8: SBBSHC
Level 9: DBKRRB
Level 10: MSFCTS
Level 11: KMGRBS
Level 12: SLJMBG
Level 13: TGRTVN
Level 14: CCLDSL
Level 15: BTCLMB
Level 16: STCJDH



It's true that T2 isn't in the best of health

MEGADRIVE

CHAKAN THE FOREVER MAN

Oh dear. An anonymous cheat for The Forever Man. Well never mind, just enjoy the cheat. To skip the first four levels, start the game then walk to the bottom of the stairs and then on to the platform. Continue right until you reach a small floating platform, jump on it and use the potion for a portal; the potion will make a thunderous crash. Once done, you will have access to all of the weapons and be able to go into every level, even the last four stages.

UNIVERSAL SOLDIER

The film may be a load of old tosh but Richard Probert has sent these codes all the way from South Africa — blimey! Here are all the passwords for the game:

Level 2: CHSGM
Level 3: MKSNS
Level 4: SGGBY
Level 5: JLGPH
Level 6: JDRSD
Level 7: PKSND
Level 8: CWBPM
Level 9: SFNP

SUPER NINTENDO

F1 EXHAUST HEAT

First contender for Cheat Mode fame this month is Stephen O'Neill from Sutherland Scotland. Take it away that lad. To start with loads of cash, enter your name as SETAUSA. You will then have £10,000. For an extra turbo boost press L and R when you reach top speed.

MEGADRIVE

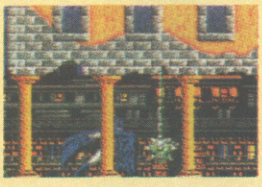
T-2

Ooh, a cheat from sunny Malden, courtesy of Paul White. By the way Paul, have you ever visited the Chuck Waggon in Malden Promenade Park? Great nosh, I advise you to try it! I've got a little more advice for you — and it concerns that Megadrive licence of that all-blasting, rock-hard Arnie film. On the title screen push start. Now push up, down, left and right. Do this twice, and if you do it right you will greeted by the word 'excellent'. Start the game as normal and if you want to skip a level pause the game and press B and C.

MEGADRIVE

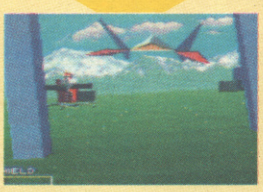
BATMAN: RETURN OF THE JOKER

Pete Brayburns from Exeter has sent in this cheat for the somewhat sad Batman. Never mind though, eh? Press start at the title screen and then move the bat to the passcode option. Press the start button. Enter the code 5257. Press the A button and a bunch of symbols that look like mushrooms will appear at the bottom of the screen. Move the pad left and over to the first number of the code. You will now be able to enter codes for every level. For example enter the code 6300 and you will get to level 6-3.



SUPER NINTENDO

STAR WING



The hottest cheat of the month has blazed a trail all the way from Richmond Surrey. Thanks go to David Lightfoot for this scorcher. To reach the black hole you have to choose course one (the middle one) and fly into the Asteroid level, where a group of Asteroids are stuck together and spin around. When you are close up, shoot the middle one and fly straight through. Three sets of these will appear, and then a face. Shoot it and the black hole will appear.
Get to the Outer Dimension Zone by choosing course 3 (the bottom one) and, as before, fly into the Asteroid level.
During the level a large Asteroid will come along. Avoid the first but blow up the second one on the right; an egg should fly out and go into the distance to hatch. A massive bird breaks and swoops towards you. Enter it — and another dimension awaits.

AMIGA

CHAOS ENGINE

Danny King (hope you don't mind being called Danny) from Middlesex provides you with all the codes for Steve Keen's fave game. On level 1.4 go to the door in the trees (the one that leads to a bonus stage). Don't enter it but pick up the GOLD STAR, then run back to the room and go in before the time runs out. Once inside, the timer will stop. When you depart you'll keep hold of the power-ups and the speed-ups for the rest of the game.

500 SETS OF PANINI TIPS CARDS TO BE WON!!

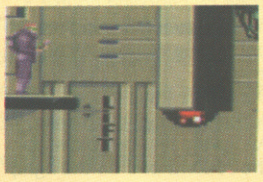
Yes that's right, a full stonking 500 sets of tips cards for you lot to win. The Sega Super Play Card Series has a total of 118 cards, including 16 character cards (Sonic, Tazmania etc), 72 cards explaining the objectives of the games, and 30 gameplay cards with hints and tips.
There were lots of things we could have asked you to do: draw Wodge, answer questions, make videos... but no, we decided to come up with something easier. Just think of the best cheat you ever used at school; we want all your best methods for ensuring that you secured an A in all subjects. We want yarns about answers written on your arms, mirrors on your shoulders so you can look at other people's work, the lot. The main thing to remember is that they don't have to be true. Send your entries to: ME I WANT SOME FREE TIPS CARDS COMPO, CVG, 30-32 FARRINGDON LANE, FARRINGDON, LONDON. EC1R 3AU. When we get them all in I'll be grabbing the first five hundred lucky winners and posting your goodies off to you, so get cheating now!

CHEAT MODE

AMIGA

FLASH BACK

US Gold's stonker gets the Ronald De Wilde treatment this month. By the way Ronnie, Holland were spawny gets, and Ince was brought down. There's only one solution: penalty!



Level 1: BACK
Level 2: LOUP
Level 3: CINE
Level 4: GOOD
Level 5: SPIZ
Level 6: BIOS
Level 7: HALL
Level 8: PLAY
Level 9: TOIT
Level 10: ZAPP
Level 11: LYNX
Level 12: SCSI
Level 13: GARY
Level 14: PONT
Level 15: CLOP
Level 16: CARA
Level 17: CALE
Level 18: FONT
Level 19: HASH
Level 20: FIBO
Level 21: TIPS

Special Note: Okay, I'll cop up to it. I made a mistake. The Super Star Wars cheat printed in last month's issue WAS incorrect. The thing is, when I was typing it in my keyboard went all funny and it wasn't my fault at all. Honest! Instead of pushing L and R on controller 2 you push A. There, that should work now.

AMIGA

SUPER FROG

Glen O'Connell from Aintree reckons that playing with frogs is a damn sight more fun than watching the '93 Grand National. Oh wait a bit, there never was one! Here are all the passwords for Superfrog

World 1
1.2 — 234644
1.3 — 447464
1.4 — 747822

World 2
2.1 — 392822
2.2 — 446364
2.3 — 984448
2.4 — 447444

World 3
3.1 — 343522
3.2 — 882311
3.3 — 992334
3.4 — 091332

World 4
4.1 — 467464
4.2 — 818234
4.3 — 182394
4.4 — 298383

World 5
5.1 — 452234
5.2 — 984841
5.3 — 383772
5.4 — 093152

World 6
6.1 — 387211
6.2 — 981122
6.3 — 017632
6.4 — 398112

MEGA CD

NIGHT TRAP

After playing it for ages (and not a single bit of horrific mutilation in sight) I've managed to come up with all the times for Night Trap:
0:03: Hallway 1
0:13: Bedroom
0:35: Bathroom
1:00: Living Room
1:18: Kitchen
1:30: Entry Way
2:48: Entry Way
3:09: Hallway 1
3:15: Bedroom
3:25: Living Room
3:45: Driveway
4:00: Hallway 2
4:13: Bathroom
4:35: Bedroom
4:52: Living Room
5:03: Living Room
5:15: Hallway
5:25: Driveway
5:37: Entry Way (Code Change)
5:50: Living Room
6:05: Hallway 1
6:10: Hallway 2
6:45: Hallway 2
6:59: Kitchen
7:15: Bedroom
7:35: Hallway 1
7:59: Bedroom
8:10: Hallway 2
8:23: Hallway 1
8:30: Bedroom
8:50: Living Room (Code Changes)
9:07: Living Room
9:15: Entry Way
10:45: Hallway 2
11:20: Hallway 1
12:00: Living Room
12:30: Bathroom
13:10: Hallway 1
13:25: Entry Way (Code Changes)
13:50: Living Room
14:10: Living Room (Code Changes)
14:35: Hallway 2
15:00: Entry Way
16:05: Hallway 1
16:25: Driveway

MEGA CD

NIGHT TRAP CONTINUED

16:30: Hallway 2
16:40: Living Room
16:46: Hallway 1 (wait for two catches)
17:10: Bedroom
17:40: Bathroom
17:50: Hallway 2
18:17: Entry Way
18:29: Living Room
18:38: Hallway 1
19:30: Entry Way
21:10: Bedroom
21:25: Driveway
21:40: Kitchen
21:45: Hallway 2
22:05: Bedroom
22:20: Hallway 1
23:00: Living Room
24:15: Bedroom
24:45: Bathroom
25:05: Hallway
25:30: End

Time Gal
One of the latest Mega CD games has been completely and totally cracked by none other than Arm Pimmerman from the Netherlands (I think that's what it says but i can't read his handwriting).

BC 70,000,000 DODZILLA
BC 65,000,000 DINOSAUR
BC 30,000,000 STONEAGE
BC 1,600 ELEPHANT
BC 77 OSIRITYA
AD 500 HARDWORK
AD 660 DEATHOUL
AD 1,971 WORLDWAR
AD 1,991 LANDMINE
AD 1588 SOUTHERN
AD 2001 RECKLESS
AD 2010 ASTEROID
AD 3001 MURDERER
AD 3999 BRANCHER
AD 7000 STARWARS
AD 7003 THANKYOU

NEO GEO

ART OF FIGHTING

Ben James from exactly the same place as some of the saddest music centres in the known world has a great surprise for you: 'I have found a cheat for Art Of Fighting on the Neo. When you get to the last bloke, push start on controller 2 and you can be some other players'.

ACTION REPLAY CODES

That wondrous piece of kit known as the Action Replay has been selling by the bucket load. Seeing as there are new codes coming out all the time, I've decided that, from the next issue, we shall be having one page a month dedicated to Action Replay and Game Genie codes only. So get sending in those codes to: WHY OH WHY ARE GUNS'N'ROSES PERFORMING THE DAY I'M ON HOLIDAY? CVG, PRIORY COURT, 30-32 FARRINGDON LANE, LONDON. EC1R 3AU. And please make sure you write clearly, otherwise I can't make out the codes and fame and fortune (or, at least, £150 worth of games) will pass you by.

Bugs Bunny II
010599C3
Infinite energy.
0108B8C3
Always have all the keys to complete the level.
01XX99C3
Start with XX lives, eg 010999C3 for 9 lives.

Castlevaina II
0102C5C8
Unlimited lives.

Darkman
01038AC0
Infinite lives.
010989C0
Freeze the timer.

Dig Dug
020396C4
Infinite lives.

Duck Tales
01021ACA
Unlimited lives.
079611CA
Unlimited time.

Gremlins 2
0102C5C0
Infinite lives.
0108C6C0
Unlimited energy.
010XA2C0
Select level. Only switch the enable/disable switch for a short time.
0A08C7C0
Keep the pencil weapon all the time.
0A04C7C0
Allows you to fire notes at any time.

Interstella Assault
010280C9
Infinite lives.
0A0231CC
Keeps two missiles while
Action Replay is enabled.
0A033CCC
While enabled stops the player's ship from taking any damage from
the enemy.
010592C9
Always keeps the selector over options.
010234CC
Keeps 2 orbs all the time.

MASTER SYSTEM

Asterix
00C09D03
Infinite lives.
00C09A03
Invincibility.

Chase HQ
00C28203
Infinite Turbos.
00C23836
Infinite time.

Level Select:
00C2210X
Replace X with a number (0-2) to change the round.
00C2200X
Replace X with a number (0-4) to change the stage.
00C25380
Full damage to villains car. Hit him once when you catch him and he dies.

Sonic The Hedgehog 2
00D29803
Infinite lives.
00D29905
Always keeps 6 rings and be invincible. Turn Action Replay off at the end of the Act but back on again at the beginning of the next one.

Level select:
00D2950X
Zone. Activate the enable switch after the first two title screens but before the level starts. After the level starts, disable the Action Replay.
00D2960Y
Act. Activate the enable switch after the first two title screens but before the level starts. After the level starts, disable the Action Replay.

0	Underground	0 1
0	Underground	1 2
0	Underground	2 3
1	Sky High	0 1
1	Sky High	1 2
1	Sky High	2 3
2	Aqualake	0 1
2	Aqualake	1 2
2	Aqualake	2 3
3	Greenhills	0 1
3	Greenhills	1 2
3	Greenhills	2 3
4	Gimmick Mountain	0 1
4	Gimmick Mountain	1 2
4	Gimmick Mountain	2 3
5	Scrambled Egg	0 1
5	Scrambled Egg	1 2
5	Scrambled Egg	2 3
6	Crystal Egg	0 1
6	Crystal Egg	1 2
6	Crystal Egg	2 3

Afterburner II
002D506004
Infinite lives.
00381C600A
Infinite missiles.

Atomic Runner
FFC31F00XX
Initial weapon. Where XX is one of the following. Note: the weapon can change if another type of weapon is picked up...**04** = Light Ring, **08** = Morning Star, **10** = Homing Missile.
FFC321000F
Infinite continue.
FFC3230004
Infinite lives.
FFC3240001
Invincibility (almost). Death can still occur by falling.
FFDD0D000X
Size of shot. (X is 1-4).
FFDD1A0010
Super high jump.
FFC312XXXX
Score X10,000. (XXXX is 0-9999).
FFC314XXXX
Score X1. (XXXX is 0-9999).

Crude Busters
00A8CC4A6A
This parameter will stop both players from taking damage while the cartridge is enabled.

Crue Ball
FF8432XXXX
Score X10,000 (0-9999).
FF8434XXXX
Score X1 (0-9999).
FF8439000X
Volume level select (0-9). Level 9 is a hidden level.
FF843B000X
Score multiplier (0-5).
FF843D0001
Infinite balls.
FF843F000X
Number of extra balls (0-5A).
FF8443000X
Number of times 50K is shot (0-3).
FFB49100FF
"Top Gate" dropped.
FFB50C0001
No "Wall" guards.

NES

Bionic Commando
00004A02
Infinite lives.

Chip n Dale: Rescue Rangers
00021018
Invulnerable to enemy attack.
0005B682
Infinite lives.

The Flintstones: The Rescue Of Dino & Hoppy
00030803
Unlimited energy for Fred.
00030502
Unlimited lives for Fred.
00030BFF
Unlimited coins for Fred.

Probotector
00003203
Infinite lives player one.
0000AA1X
X is the weapon you wish to keep, 1 is machine gun, 2 is fire, 3 is spray etc for player one. This code will also give you rapid fire all the time.
00003303
Infinite lives player two.
0000AB1X
X is the weapon you wish to keep, 1 is machine gun, 2 is fire, 3 is spray etc for player two. The above code will also give you the rapid fire all the time.

Star Wars
0006DF03
Unlimited lives

SNES

Axelay
7E005E03
Infinite lives, change the last digit to change the amount of lives when enabled.
7E1E620X
Start from any level, change X. ie to start at level 4 enter number 3 etc.
7E033002
Keeps weapon selected even when hit by enemy bullet; change the last digit to change weapon.

Contra III
7E1F804X
Player 1 weapon 1, varies with X and is a Max of 5, e.g. use 3 for homing.
7E1F860X
Same as above but for player 1 weapon 2.
7E1FC40X
Same as above but for player 2 weapon 1.
7E1FC60X
Same as above but for player 2 weapon 2.
7E1F8A63
Infinite lives for player 1.
7E1FCA63
Infinite lives for player 2.
7E1F8C02
Infinite bombs for player 1.
7E1FCC02
Infinite bombs for player 2.

Fatal Fury
7E06135F
Invincibility.
7E107A0A
Do a special move, pause the game and turn on the Action Replay to do continuous magic.

Jaki Crush
7E1C62XX
Replace XX for the number of lives that you want.

Mickey Mouse
7E02B104
Unlimited energy.
7E037202
Unlimited lives.

Parodious
7E00980X
X is the number of lives required. Leave Action Replay enabled for infinite lives.
7E1C680X
For extra options. Use 3 for three options, 4 for four options.
7E1DB201
With the code below gives you unlimited missiles.
7E1C6602
With the above code gives you unlimited missiles.
7E1C6C07
When selected ,the next option is always shield.

QUESTION CORNER

Yes, what exactly do you want? Oh, you're here for the latest instalment of the legendary interstellar extravaganza Question Corner, are you? Well come on in, make yourselves at home and get ready for the feast of things coming your way. This month, despite the lack of letters, I've still managed to cobble together another two pages of relief for all of you marooned in the wide blue lake of video games. My thanks this month go to Brian Walker of South Woodham Ferrers, for giving me a great idea for an all-new section – I'm sure you'll like it. Okay, it's whinge time – this really isn't good enough, you know. Nothing but more sad RPG quezzies, and not many of them either. If you lot don't buck your ideas up, I'll soon have to be filling these pages with pictures of Steve Keen's sad flat-moving antics. So get your posers on a piece of paper and send them to: JON BILLINGTON MUST BE A MUG – FANCY SELLING ME HIS SUEDE CD FOR EIGHT QUID – DOH!, QUESTION CORNER, CVG, PRIORY COURT, 30-32 FARRINGDON LANE, LONDON EC1R 3AU. I'll see you next month then, 'cos now I'm off to listen to my CD. Bye.

CHEAT MODE

Q **How on earth do you find the Ward collection in Indy and the Fate Of Atlantis? I have the Pierce collection and Plato's Lost Dialogue, but the Ward collection is nowhere to be seen.**

Karen Whittaker, Romford, Essex.

A It's a floor down from where you are. When you get there, cover the arrowhead in the dirty wrap and use it to pry the screws out of the fallen bookcase. Lifting the case should reveal the Ward collection and the Lost dialogue.

Q **After reading your cheat for Super Star Wars (the one for loads of lives) I tried it out. I'm having real problems finding it, I keep falling off the cliff in the wrong place and dying. Could you please print a picture of where exactly it is?**

Scott Ode, Burnley, Lancashire.

A No problem.

Q **I've been playing Shinobi on the PC Engine for a couple of weeks now but I can't beat the Lobster. Do you know any level select cheats?**

Jon Skye, Bradford, West Yorkshire.

A Why level select cheats? Why not just ask how to beat the Lobster? Well anyway, here it is: Hold down SELECT until the words Mission 1 appear and keep it held until the screen goes blank. Now press button two to skip missions and button one to jump bewteen rounds.

Q **I'm having real problems with Ecco The Dolphin. I've got to the bit where you have to swim down the chasms with strong currents pushing you up, but I can't do it; I keep getting pushed back up. What do I do?**

Matthew McEvay, Stockport.

A I can't believe you haven't managed to solve this one yet. Well here's the answer anyway. I'm not sure what level you mean 'cos this situation occurs on quite a few. Next to the chasm you should find a rock; just push the rock down the chasm and swim behind it.

Q **I'm having a real hard time beating the final boss on Y's. Could you please tell me how to defeat him?**

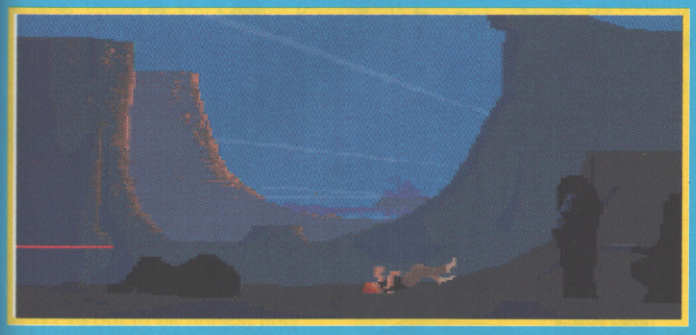
Craig Phillips, Wood Green, London.

A You're lucky. I've just got through playing this on the PC Engine Duo. Before you fight him, make sure you've got all the silver arms. Touch him and the platform will take off and fly into space. Dodge the fireballs he throws and, when you touch him, part of the floor will disappear. Start hitting him from the outside and work your way in so you don't make it difficult to walk around. This is hard to do, but it does work.

Q **I'm stuck on Scene Four of Another World. I can get past all the chomping holes and everything, but at the bit when you have to climb along the ceiling, I keep getting had by the vines. I've tried sliding down the rock further but I just keep falling off. How do you do it?**

James Alimony, Portsmouth.

A You're in luck sir! Not only do I know exactly what bit this is and how to do it, but there's also a complete guide to Another World on pages 102-105. So you can read that, matey!



Q **I am well stuck on level 69 of Pushover. Do you know how to do it or are there any ways I can skip it?**

Brian Hereford, Trowbridge, Wilts.

A I'm not going to tell you how to do it because I'm in a bad mood (Steve Keen just beat me for the first time ever on Mario Kart and now I've got to go to the shop). But I can give you the code for level 70: 19071.

Q **On King's Quest V for the PC, I keep getting captured by the Roc. I can't seem to escape from its nest. What are you supposed to do, 'cos I'm having major probs?**

Robert Hargraves, Milton Keyes.

A King's Quest V, eh? Well I don't mind admitting that I'm not particularly familiar with this one, but after a little play I finally managed to work it out. Before you go into Queen Icebella's castle you have to give half of your leg of lamb to the eagle. Then, when you get captured, it will automatically come and rescue you.

Q **I bought Twin Cobra for the Megadrive a while back now and I still can't beat the first end-of-level baddy, the tank. This is getting really frustrating – what do I do?**

David Mills, Tottenham, London.

A This is very sad. Well, me old mucker, there's no strategy to it at all, it's just a case of shooting it and dodging the bullets using your gamesplaying prowess. Maybe that's where you're going wrong – you're probably just really crap at games!

Q **I'm stuck on Bubble Bobble for the NES. I've got to the monster that spits five missiles at me but I can't beat him. Can you help?**

Mr B Clough, Nottingham.

A Bubble Bobble? You mean people still play that? No wonder you didn't leave your real name. Well, as I said to David Mills before you, there's no set way to do it; it's just a case of aiming your bubbles correctly and dodging his. Good luck.

Q **I've just got round to buying that stunner Hellfire for my Megadrive. As I'm sure you'll appreciate, it's somewhat difficult. Anyway, how do I beat the boss on stage six?**

David Milne, Crawley, West Sussex.

A Wait until he drops his shield, then dodge his bullets and use your diagonal lasers to kill him.

Q **It's perfectly possible that I'm a very sad man, but I can't find all the scrolls on The Ninja for the Master System. Could you please show me where they all are?**

Paul Stokes, Headington, Oxford.

A Nice one; by not telling me which scrolls you're looking for, I now have to tell you how to get each and every one – ho hum. The first is on screen one – kill the Ninja and it will appear. The second is on screen four– shoot the dog statue five times. The next one is on screen six, in the first Samurai house by the moat on the left of the screen. Cross the bridge and shoot the corner of the house to the left of the bush and it will appear. Next, on to screen eight; go through the entry way to the open field and shoot the last bush towards the back of the wall and there's the scroll. On screen nine, crawl up the wall, staying on the right side, then go past the rock holes and fight the boss, but don't kill him. Leave him and go to the right of the screen (almost above the far-right rock hole) and the scroll appears. Now kill the boss. On screen ten, walk along the middle of the stone grey walkway. There are bushes to the right and bushes with grey statues on the left. Go to the last grey statue, punch it three times and disappear three times. A message appears and you move onto the maze round.

Q **That's it – I've had enough! This game is causing me real headaches, it's melting my brain. No matter what I do I just cannot seem to get past the big plane at the end of level eight! Just what can I do?**

Brian Walker, South Woodham Ferrers.

A Ha, ha, ha ,ha! Excuse my fits of hysterical laughter, but this is one of the greatest letters I've ever had. Brian, this game obviously has melted your brain because you forgot to tell me which game you're playing! As I said in the intro, Brian has given me a great idea for a new section which will appear in the very next issue. And it basically involves sad letters (and I mean sad) being printed and getting a real good kicking! I won't put the boot in on Brian as he gave me the idea, but the rest of you beware. Are any of your letters going to do down in the Hall of Fame as the saddest of the sad? Then don't forget to catch Question Corner next month and find out!!!

HOLD YOUR HORSES! I'VE GOT SERIOUS PROBLEMS!

Hey! We're not done yet. Anglin may have all the angles covered as far as the tips department goes, but what about all your techy problems? Who ya gonna call if you don't know your Turbo Grafx from your Wondermega? Where can you buy a special, limited edition Ranma 2.5, in which you CAN control the bosses? Perhaps you've heard mutterings on the grapevine about the new 32-bit PC Engine, but how can you find out if they're true? Well, the simple answer is to read CVG! Every month Steve Keen will be answering your most bizarre questions, calling on all his telepathic links with Japan, USA and the rest of the world and drawing in the most obscure information around. So, if you've got a question and nobody else can help, write to:

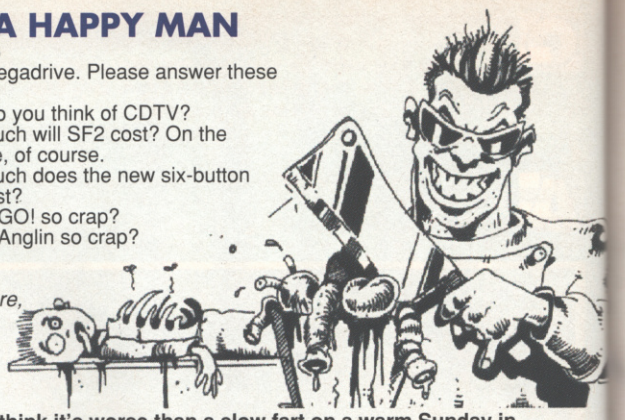
STEVE SEZ: WHAT'S YOUR PROBLEM?, CVG, PRIORY COURT, 30-32 FARRINGDON LANE, LONDON EC1R 3AU.

YOB'S MAILBAG

WELCOME to another hanky-polluting, spasm-inducing slice of the one and only Yob's Mailbag, stuffed from bowl to basin with the usual two-ply clingon correctors you insist on sending in. Thankfully my air-freshening wit and wisdom are on hand to blow off your sad and pathetic excuses for humour with my customary charm, sophistication and jumbo-size Domestos economy pack. If you reckon you're any match for the world's most knowledgeable and hilarious host, or you just want to know about games, then this is the place to be. Fire off your slightly warm and definitely unpleasant efforts to: **SORRY THIS LETTER'S SO CRAP BUT PLEASE DELIVER IT ANYWAY, YOB'S TOE-TICKLINGLY HILARIOUS MAILBAG, COMPUTER AND VIDEO GAMES, 30-32 FARRINGDON LANE, LONDON EC1R 3AU.** Remember, there's a magnanimous ONE HUNDRED POUNDS for the best letter of the lot, and a fat man's fart for the rest...

NOT A HAPPY MAN

Dear YOB
I own a Megadrive. Please answer these questions:
1. What do you think of CDTV?
2. How much will SF2 cost? On the Megadrive, of course.
3. How much does the new six-button joypad cost?
4. Why is GO! so crap?
5. Why is Anglin so crap?
Thanks
M YANT
Somewhere, Anywhere



YOB: 1. I think it's worse than a slow fart on a warm Sunday in Jeremy Beadle's house with all the windows shut and the doors locked.
2. Should come in at about forty quid. On the Megadrive, of course.
3. A bit more than a bit less.
4. Because you're so sad you don't own a hand-held and a man comes round your house every day trying to make your parents fill out a form donating you to medical science.
5. Because the same bloke goes round his house afterwards and tries to make them do it too.

DOH!

Dear YOB,
Could you please answer these questions, please?
1. When will Super Star Wars and Cybernator come out in the UK for SNES?
2. When will the CD-ROM be released in the UK?
3. Are Contra III and Super Probotector both the same game?
4. Would you recommend Super Double Dragon?
ROSS O'BRIEN
Co Clare, Ireland
PS I think Aidan Wallace is a plonker.
YOB:
1. It should be out by the time you read this.
2. There's about as much chance of the drive coming out this year as County Clare suddenly relocating to somewhere worthwhile.
3. Indeed they are.
4. Not unless you wanted to endure a slow and painful death.
PS You could well be right...

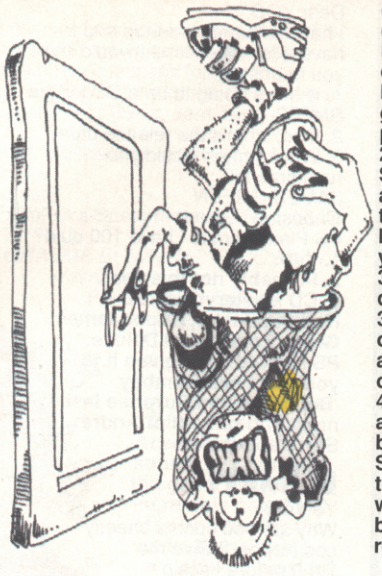
HELP! I'M NOT FUNNY

Hi there YOB (or whoever is reading this),
I don't know if you remember me, but I wrote to you a couple of weeks ago spouting off about this, that and the other. Well it's two o'clock in the morning and I'm a bit bored so I thought I'd send you some more scribblings. I'm sure you're familiar with **(THIS SECTION HAS BEEN DELETED ON THE GROUNDS OF GOOD TASTE- YOB)** except wash the guys' underwear. I guess you'll have to edit this letter if you do print it, but do I care? Yes, actually.
PETER 'BAZ' BAILEY
Willenhall, West Midlands
PS I'll be back.
YOB: I wouldn't count on it.

SADLY LACKING

Dear YOB,
I would be grateful if you could answer these questions for me:
1. Which game do you think is the best out of Super NBA, NCAA, NBA All Star Challenge and Bulls vs Blazers?
2. I am thinking of getting an arcade joystick for my Super NES. Which do you recommend?
3. Any news on the CD-ROM unit for the Super NES?
4. Are there any decent games coming out for the Super Scope?
5. Is there a colour Game Boy really coming out?
Thanks
KEVIN PARKER
Wokingham, Berks
PS I think your mag is really great.

YOB:
1. I've got to be honest and tell you I think basketball computer games are the cackest thing since The Big E, so if you want my advice don't buy any of them. Nintendo's own basketball game, coming soon, is probably best of the lot.
2. The Capcom Arcade Power Stick is probably the best around. It's got six buttons, takes a right pounding and looks good. What more could you ask?
3. Not really. It's definitely in development, is definitely a 32-bit machine which bolts onto the Super NES and almost definitely won't come out until early next year.
4. Battle Clash isn't too bad, although generally it has to be said that most Super Scope games stink worse than my socks after two weeks and Nintendo ought to be ashamed of themselves for releasing them.



UNFIT TO LIVE

Dear YOB,
I think you are really cool. Last week I lost my totally cool Ryu badge. After dinner my sister Claire told me that she had found it. When she gave it to me the pin on the back was broken. So please please please please please could you send me one? If you do it would mean a lot because I wear it everywhere I go. I get CVG every month and it is BRILL.
SHANE O'DRISCOLL
Co Cork, Ireland

YOB: OK, it's time to play the great YOB Answer game, in which the readers guess to choose which answer is, in fact, the correct one. Is it:
a. Certainly Shane, you fine person you.
b. Oh dear, Shane. What a shame, Shane. Sorry, but I can't help right now.
c. Whatever next, you bloody stupid Paddy?

HAVE YOU GOT BRAINS?

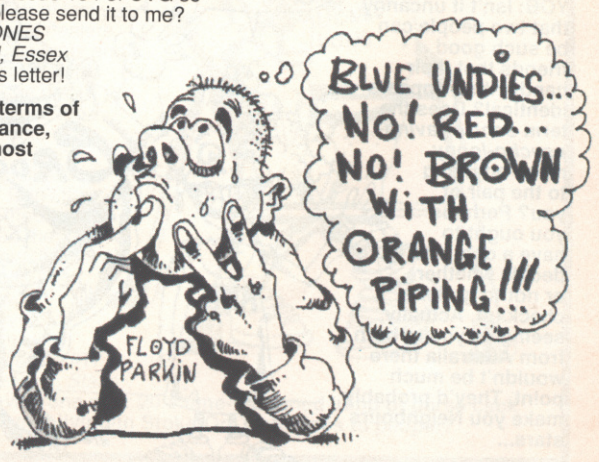
Dear YOB,
The February edition of CVG saw the last part of the Streetfighter 2 Strategy Manual. It gave you hints and tips for how to beat M Bison and I didn't fail to realise that M Bison himself was not in his own stage but in Chun Li's. I know now there must be a cheat to go M Bison so would you please please tell me it 'cos I'd be dead grateful.
VINCENT WILSON
Liverpool
PS Can I have the £100.00 cash prize?

YOB: The cart we used for the awesome SF2 Strategy Manual was our own Limited Edition custom-copy of the cart which, among other things, allows you to chose which boss to play, where to play him, what colour his underpants are and how many skid marks they contain. In this particular picture, the settings we had chosen from the CVG Control Panel were M Bison, China, Black and Get Those Pants Down The Launderette Sharpish Before They Walk There Themselves. I would send it to you now that we've finished with it - but I won't.
PS Does Bob Monkhouse make anyone laugh?

SHUFFLING SHANDY MAN

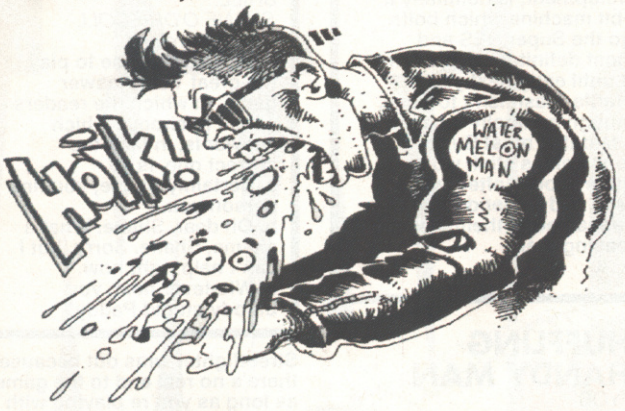
Yo YOB,
I am probably your biggest fan, so I thought I might write in with a few quezzies:
1. Is SF2 better than Mario 4?
2. Is Joe 'N' Mac any good on the SNES?
3. I have saved up £66.16p which I'm going to spend on software for my SNES. What game should I get apart from SF2, Mario 4 and Bart's Nightmare?
4. Why do EA hardly make any SNES carts when they've made about 60 for the Megadrive?
5. Is an Action Replay better than a Game Genie?
6. Why are me and you so cool?
7. Is Sonic 2 better than Mario 4?
8. What is better - a Megadrive or a SNES?
9. Recently I wrote to Nintendo, asking them to publish a fab game I had made up. They said write to the manufacturing Nintendo software house, but they didn't give me the address of it. As you're so cool, could you give it to me?
10. When will SF Turbo come out?
11. I missed issue 134 of CVG so could you please send it to me?
DANIEL JONES
Yobfanland, Essex
PS Print this letter!

YOB: 1. In terms of sheer brilliance, they're almost exactly the same - although Streetfighter wins out because there's no real end to the game as long as you're playing with somebody else. Streetfighter 2 is indeed the Greatest Game Of All Time - until something better comes along.
2. Nah.
3. Get Starwing and use the rest of the cash on some new underpants - you'll need them.
4. EA have decided only to convert their very best Megadrive titles and develop completely original games on the SNES. That all sounds rather damn sensible to me, so who's complaining?
5. Depends whether you want to be Sad or Completely Sad, in which case you'll be Too Sad To Tell The Difference.
6. I'm not at all sure about that 'me' bit...
7. Nah.
8. Depends which games you like and how much money you've got to spend.
9. Nah.
10. Who told you it will?
11. Nah.
PS Why should I?



SAD WITH UNFORTUNATE SURNAME

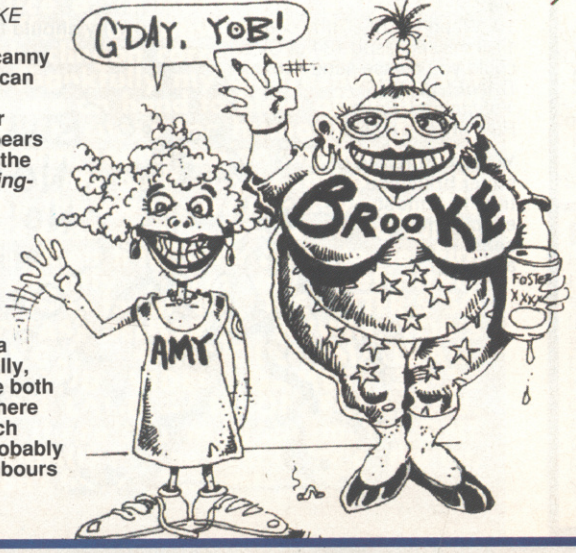
Dear YOB,
I am a poor boysel in distress and I need your help very badly. Call me a failure, or even a blob of useless pus, but it's not gonna stop me from asking my question.
1. Could you tell me how to kill the witch in King's Quest V (that's number 5) on the PC? I would appreciate it very much.
2. Can I have some passwords for Another World on the PC?
3. I think your mag is really great, but try to review some more NES games. By the way, I heard some stories about you giving 100 pounds to the best letter you print. I know that this letter is worse than a piece of puked out watermelon, but I really could use the cash.
PAUL BUNT
Netherland Embassy, Abu Dhabi, UAE.



YOB: 1. Yes, I could.
2. No, you can't.
3. You're wrong. Your letter is actually worse than a piece of watermelon which came out the other end, so I'll only give you the cash when you can prove you've exchanged your brain.

MY PARENTS SHAVED A GORILLA

Dear YOBBO,
My name is Amy and I am a person (Doh!) My friend is Brooke, who is madly in love with you. (We are girls). I think you bear a resemblance to Luke Perry - NOT! When I first saw your picture I continuously vomited for two weeks. I LOVE video games. I have a SNES and Game Gear. I don't know why you don't publish many girls' letters, you sexist snob, Yob. You look like something on the end of Kylie Minogue's bum. Think of that as a compliment.
••••
Hi, this is Brooke. Don't believe a word Amy said. She's just jealous. I don't buy your mag but Amy does and I read hers! God, it's bloody expensive. Yob, I have never seen you and I don't plan to either. I reckon YOB stands for Yucky Old Barsteward and the only good thing about you is the insults so go ahead and write lots. Me and Amy have just been looking at some old mags and read the insults. What a crack-up! If you think that's what we waste our time doing then you're a load of BEEP! (I am a woman. God I love insulting!) I don't know why I'm writing this because you won't print it, I bet. Have fun!
Love and kisses
AMY and BROOKE
Perth, Australia
YOB: Isn't it uncanny that two people can be such good friends that their handwriting appears identical? Does the term *schizo-raving-psycho-loony* mean anything to the pair of you? Perhaps you ought to have a chat and decide whether or not to go for a check up. Actually, seeing as you're both from Australia there wouldn't be much point. They'd probably make you Neighbours stars...



GO AWAY

Dear YOB,
I have a Super Nintendo and I have a few questions I would like you to answer:
1. Is there going to be a CD for the SNES?
2. If so, what's the release date?
3. What games would you recommend?
JAMES GREEN
Chepstow, Gwent
PS Please could I have 100 quid?
1. Yup.
2. Probably not this year.
3. CD Mysterython, CD Nothingblaster, Super James Green Emptyhead Deluxe.
PS I would have given it to you, but I had Bombay Bob's Rectum Surprise last night and ran out of Andrex. Sorry about that.

BLIMEY!

Yo YOB!
Why are you such a cheesy cod slapper? Give me £100 before I scalp you, you scabby bandit!
BENJEMIN DOCKERFACE
Stanningley,
Pudsey.
YOB: Looks like the vet's left the cage door open again...

WORSE THAN BBC2

Dear YOB,
I read the letter by Rory O'Kelly called "To PC or not PC" and was amazed by the ignorance shown about PC gaming. **(This section deleted due to lack of interest - YOB)** Sorry it dragged on but it needed sorting out.
DUNCAN WEST
Eccleshall, Staffs
YOB: Anytime...

WEE-OOH! WEE-OHH! SIMPLETON ALERT!

Dear YOB,
Please answer these few simple questions:
1. Is the Mega-CD a 32-bit machine?
2. Why is Rory MacCormack a fat **(CENSORED - YOB)**?
3. Which machine do you think is best: Super Nintendo or Megadrive?
4. Please tell me the code on Streetfighter 2 for SNES to make it turn into Championship Edition.
PAUL KELLY
Kilkenny, Ireland
YOB: 1. Ho ho ho.
2. Who who who?
3. Ha Ha Ha.
4. UDRLYBANDSTARTONPOWER UPLOGOSOUND. Don't say I don't do anything for you...

DIDN'T I USED TO HAVE FRIENDS?

Yo YOB!
I'm Graeme Bown. I'm probably the only nine-year-old who owns a SNES and completes Streetfighter 2 on Level seven and get to the Special World on Mario AND complete it! I have a few questions for you.
1. I'm hearing a few rumours that there's going to be a game called Mario in the Fifth Dimension, where you race and fight Sonic, fight Zangief etc etc. Is this true?
2. When the SNES CD-ROM comes out, will there be a CD version of Streetfighter 2 or Streetfighter Turbo?
3. When will Streetfighter Turbo come out?
4. No offence, but Garth used to be Editor of a Spectrum mag. Why did he bother, when he knew consoles lead?

GRAEME BOWN (NOT BROWN)
Weymouth, Dorset

PS I have enclosed a picture to give an important message to people who play Mario IV and would be glad if you print it.

YOB:1. Yes. According to my sources in Japan, the game will use the incredible new BMX chip and during the game Mario spins his chin so hard he takes off into this amazing new dimension where up is down, left is right, black is blue and nobody with stupid surnames ever wastes my time again.
2. Bound to be.
3. You're the second person to ask me that.
4. So what do you think he's doing on CVG then? Doh!
PS I'd be glad to.

POPULAR? NOT ME!

Dear YOB,
I love reading CVG, especially your Mailbag. You're the funniest person I've ever read since Good Omens by Terry Pratchett. Here are some questions I would like you to answer:
1. Why in CVG do you never do reviews for the Atari ST?
2. Is the ST as good as the Amiga?
3. Send me £100.

CARL PORTER
Weston Super Mare

YOB:
1. See Question 2.
2. Which answers question 1.
3. That's not a question.

FLIBBLE FLOBBLE

Dear YOB,
Please can I know about cheats on Nintendo NES version Super on Mario Bros and cheats onto Master System Two on the Ninja and Alex Kidd in the Miracle World. Thank you.

NIKI WILLIAMS
Llandysill, Dyfed

YOB: You're welcome.

THREE IMBECILES FOR THE PRICE OF ONE

Dear YOB,
I have been reading CVG for a long time now. I hope you are impressed.

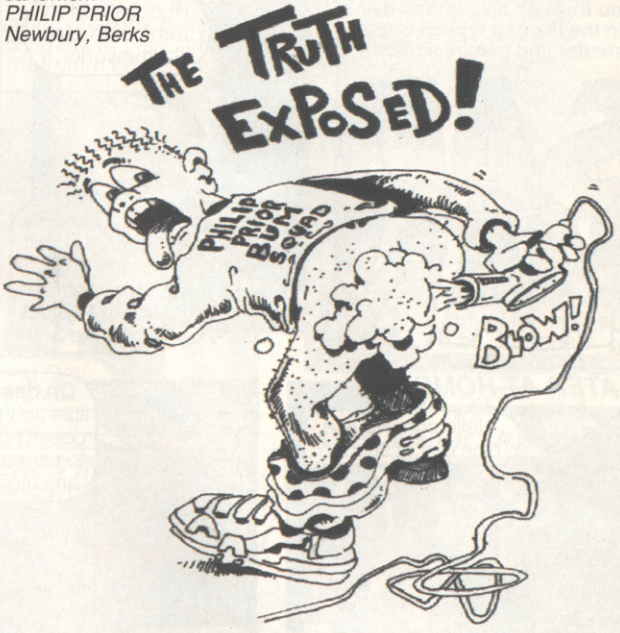
ALEXANDER PATTERSON, JOSEPH ELLIS and EDMUND BAKER
Diss, Norfolk.

YOB: Did you take it in turns writing this – one letter each and lowest IQ gets to lick the stamp? Is there any point to any of you at all, or am I just hallucinating when I see you all sitting in your high chairs with big spoons and chicken and banana flavour baby food, failing to get any of it into your mouths and screaming that your nappies need changing? Thought not.

NAIL UP THE BOX – QUICKLY!

Dear YOB,
Can you please tell me when will Streetfighter 2 ever come out on the Master System because I see it's on the Commodore 64 and it's really bugging me. And if you think that I'm a sad lad who blow-dries his bottom you've got another thing coming...you mouldy spam sandwich!

PHILIP PRIOR
Newbury, Berks



YOB: Sadly, there's as much chance of SF2 on the Master System as there is of you avoiding a serious dose of piles unless you keep the air speed down.

STEVE SPILSBURY IS FUNNY – CLAIM

Dear YOB,
Remember the chart toppers in Oct '83 ish of CVG - Jetpac, Space Raiders, Arcadia and Donkey Kong? Well you might not, but I do.

(That's because you're a boring old fart who will know that these games were produced by Ultimate, Atari, Imagine and Nintendo respectively - YOB). And in all that time I have read this mag (ten years) I have never felt so compelled to write until now. The article in question is: PC Engine - The One That Got Away. I am 24 and in my time I have had a Vic-20, Megadrive, BBC B, SNES and a Turbo Duo. I treated myself to a Duo in November of last year from my local dealers Console Concepts and to open this month's mag and see that article was just too much. I had to write and say why don't NEC get their act together? Don't they think that the British public need the Duo (Mega-CD ha ha ha). Keep up the good work and long live Paul Anglin.

STEVE SPILSBURY
Stoke-On-Trent, Staffs.

YOB: Is everyone over 20 a time-hardened lump of horse cack or is that what living in Stoke-On-Trent does to people?

Prepare yourself for a tale of unimaginable horror! After sifting through thousands of your questionnaires, we have been able to build a frighteningly accurate picture of the average CVG reader – and it's terrifying. We can now exclusively reveal that video games players:

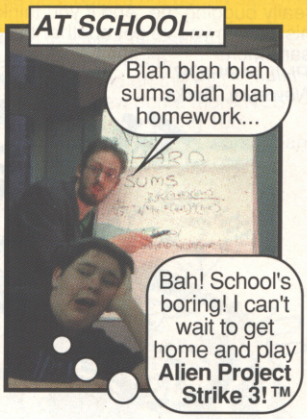
- **DON'T have any kind of life whatsoever!**
- **DON'T change their pants!**
- **WOULDN'T have a clue what to do with a girl if they had one!**

TRUE-LIFE PHOTOSTORY

So join us now as we take you through an average day in the life of a typical CVG reader and games addict.

SAD MAN

AT SCHOOL...

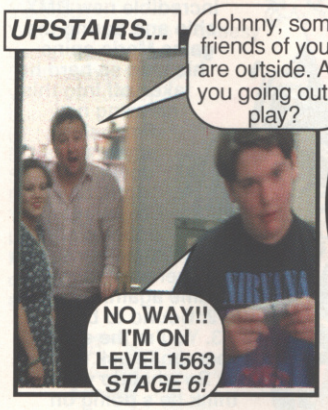


AFTER SCHOOL...

AT THE NEWSAGENTS

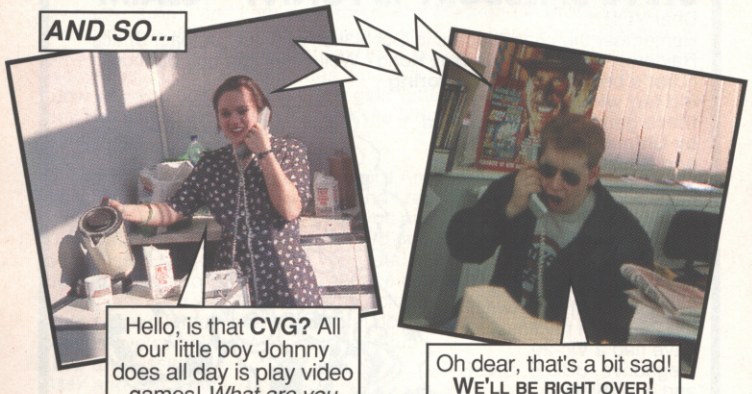
LATER AT HOME...

UPSTAIRS...



DOWNSTAIRS...

AND SO...



THE CVG BOYS DASH TO THE SCENE...

EVENTUALLY...

AND SO AT THE NIGHT CLUB...

AND THE MORAL OF THE STORY IS...

DON'T BE A SAD MAN AND PLAY GAMES ALL THE TIME. FOLLOW OUR SIMPLE THREE POINT PLAN TO A FULFILLED AND ACTIVE LIFE.

1: HAVE A WASH
2: GO OUTSIDE AND TALK TO PEOPLE.
3: KEEP BUYING CVG!

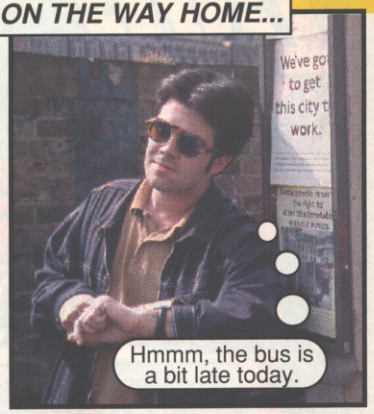
Actually, after having another look through your questionnaires, we realised that we had collated the data incorrectly, and that video games players are not sad and lonely people at all. In fact, they're completely brilliant in every way, especially the ones that read CVG. So, here is the TRUE nature of the average computer gamer as we take a peek at a day in the life of...

TRUE-LIFE PHOTOSTORY

GREAT GUY

JUST ANOTHER DAY...

ON THE WAY HOME...



BUT THEN...

GREAT GUY LEAPS INTO ACTION...

THE NEXT DAY, AT NUMBER 10...

AND SO, AT MI5's SECRET SPY HQ...

CRASH! BANG! WALLOP! ETC!

BACK IN LONDON...

LATER, IN THE YOUTH CLUB...

AND THE MORAL IS...

HERE AT CVG WE KNOW THAT GAMES PLAYERS LEAD RICH AND REWARDING LIVES. WE THINK YOU'RE GREAT, SO PLEASE KEEP BUYING CVG. BY THE WAY, DID WE MENTION THAT WE THINK YOU'RE ALL GREAT?

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JUNE #9

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- TWIN BEE

- CRASH DUMMIES
- KIRBY

- RACE DRIVIN'
- SPLITZ

OUT 19th MAY DON'T MISS IT!

BRITAIN'S NUMBER ONE Nintendo MAGAZINE

STEVE SEZ:

Want to plug your SNES into your mum's huge TV? Got a stupid brother who's busting your carts? Confused about converters? Worry ye not! Steve Keen's had all these problems and many more! The only difference between him and you is that he's sorted them all out and is now at one with the technical universe. Oh, he's also six-foot-one, an expert in Judo and leads a full and active social life...

SPEEDY PC

I've got a 386 PC and I've heard about 486s. What's the difference? They've both got similar speeds between 25 and 33Mhz.
John Wilson, Bexley

Basically a 486 is much faster than a 386. Although they have the same speeds, the 486 has got a much faster processor. It's a bit like a taking a Mini and turbo charging it, giving it a fuel-injection system, gas-flowing the cylinder heads and adding go-faster stripes. It'll then go as fast as a Porsche but it'll be a real strain. The Porsche will take it all in its stride.

CARTRIDGE CALAMITIES

I read that using those universal cartridge adapters on my SNES which take two cartridges could blow a fuse in my machine. Is this true?
Robert Croft, Dudley

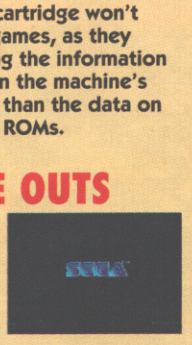
There's been a lot of debate about this, but as far as I know, you can't blow your SNES that way. Obviously it's best to use games released in the machine's country of origin, but we've had no problems with our adaptor.

GENIE-US

Can using a Game Genie or Action Replay cartridge damage my games? My friend reckons it can, but I think he's wrong.
Peter Bryant, Acton

Using a cheat cartridge won't damage your games, as they work by altering the information that is stored in the machine's memory rather than the data on the cartridge's ROMs.

LINE OUTS



When I play my Megadrive on a TV I get a line near the bottom of the screen. Does this mean there's something wrong with my machine? If not, how do I get rid of it.
Richard Simpson, London

That line is just one of the quirky things that all Megadrives do. There's no way to get rid of it and it plagues every Megadrive owner, so just forget about it.

JOYSTICK JAPERY

Can I use Amiga Joysticks on my Megadrive, because I don't like the Sega joypads?
Julie McVitie, Liverpool

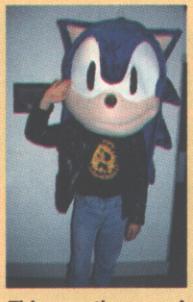
Nope, only joysticks specifically designed for the Megadrive will work. If you're that sick of joypads, Sega has just released a rather excellent stick which costs a mere £24.99.

SUPER SONIC

Please could you answer some questions about the Mega CD:

1. Because of the new chips, is it better than the SNES?
2. Can the Mega CD run CD-I games?
3. Will Sonic be coming out on CD?

Mat Johnson, Shropshire



1. It's unfair to compare the two machines as cartridges can't hold as much information as CDs but it's really down to the games rather than the machines. This month we review Final Fight on Mega CD (page 48-50) and it's the hottest Sega CD game we've seen and a good reason for all Megadrivers to upgrade.
2. No. CD-I is Phillips' compact disc machine which uses software specific to it.
3. Super Sonic is due to be released in Japan any week now. As for the European release date, Sega is staying tighter lipped than Roy Castle in a kipper shop!

POWER-UP

I've got an Amiga 600 and I'm thinking of upgrading to a 1200. Are there any games specific to it and will my old games work on it?
Bob Sloan, Berks

Apart from the odd title such as Zool and Wing Commander there aren't any games specifically designed for the 1200, but there are loads of games which work better on it. Many companies are now developing software with 'enhancements' on the 1200, as

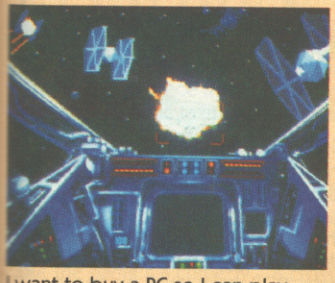
the machine outsold all Commodore's other products over Christmas. As for specific games, there are whispers and rumours, so keep an eye out for a batch of 1200 reviews in CVG some time in the next six months.

SEEDY IMPORTS

I've just bought a British Mega CD and I want to know if Japanese games will work on it.
James Hartley, Suffolk

No they won't. Sega has built a protection chip into the European Mega CD which scans discs for a specific piece of code. If it doesn't find it the game won't run.

MONITOR THE ACTION



I want to buy a PC so I can play games like X-Wing, but they cost too much money with monitors. Is it possible to run them through a TV? Also, I own an Amiga 1200 and was wondering if there are any PC emulators available for it, and if so, are they any good?
Stephen Ashby, Aberdeen

You can't run a PC through a TV because the screen can't handle the resolution of the graphics. As for PC emulators for the 1200, there are some in development, but once you buy the emulator you'll also need to purchase extra memory, a hard drive, video card and high density disk drive, so you're probably better off buying the real thing.

SIX-BUTTON MAYHEM

What's all this talk about Streetfighter Championship Edition coming out on the Megadrive? I own a SNES and reckon it can't be done – for starters the joypads don't have enough buttons.
Name and address not supplied

Nyarrgg! I've heard this one more times than Paul Rand's had dates with top girlies. The said game is coming out on the Megadrive later this year. It will be the Championship Edition and Sega is also releasing a special six-button joypad. Incidentally, the new Megadrive II will come complete with these new pads.

AMIGA/ATARI CONUNDRUM

I'm thinking of buying an Amiga 1200, but was reading about the Atari Falcon and now I'm not sure which one to go for. Which one would you recommend?
Alan Davies, Fleetwood

Each machine has its merits; in the Amiga's case, it's actually available. Technically the Falcon is the superior machine when it comes to sound and graphics and it also has a faster processor, but it lacks the custom chips of the Amiga. If you're after something mainly for games, the 1200 seems your best bet, simply because of the amount of software that's in the pipeline.

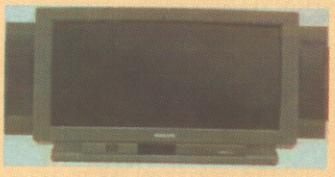
CONSOLE YOURSELF

Is it true there's going to be an Amiga console? If there is going to be one, will it be CD-based and will it be much better than the Sega Megadrive?
Barry Stradler, Wilshire

There is going to be an Amiga console in the very near future, although Commodore is being really cagey about its technical specifications. We'll let you know exactly what it's all about as soon as we have some more info.

TV HELL

My mum won't let me play my SNES on the big TV in the living room because she reckons it'll bust the screen. I say it can't but she doesn't believe me. Tell her she's wrong so that I can have some wide-screen action.
Paul Tunstal, Newcastle



Mrs Tunstal, you're wrong. Consoles and computers can't damage normal TVs, although they can cause problems with projection TVs, but as nobody owns one it's hardly worth mentioning it. So just cut out the amateur dramatics and let Paul use your television for what it was really meant for! (And I'm sure that he'll let you use the telly to watch Richard and Judy on Good Morning).

SCART-ALOGICAL

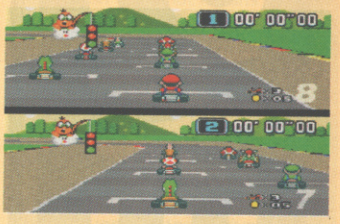
I've just got a new TV with a SCART socket, and as my Megadrive has a compatible output socket, I was wondering whether it would be better to connect it this way.
Daniel Leary, Rochester

Definintely use the SCART socket! You'll get a much clearer picture and far better sound with SCART as it keeps each signal separate, whereas a TV aerial lead has them going down only two cables.

CARTRIDGE CALAMITIES

Is it possible to damage a cartridge by pulling it out of the machine without switching it off? It's just that I was playing Mario Kart with my brother and won, so he ripped the game out – now when I plug the game in it just doesn't work at all. Please help.
John Harris, Bolton

Your brother has well and truly knackered your game. Always switch your console off before removing the cartridge, otherwise you risk a power surge, thereby damaging the machine as well as the cartridge.



EMERGENCY SURGERY

When I switch my Megadrive on the picture comes out funny. I can eventually get a decent picture by hitting the corner where the cable plugs in, but I don't think that's good for the machine.
Name and address not supplied

It sounds as though you've got a loose connection in the TV modulator or your lead is damaged, so it'll be cheaper to try a friend's lead first to see if that's the problem before sending your Megadrive anywhere.

GOT A PROBLEM?

Never fear, Captain Keen is here, complete with underpants over his trousers! Our boy Steve is here to answer all your little questions about your games playing kit. So what are you waiting for? Ask away!

Got a problem? Do you think that newspapers talk a load of old cobblers about computer games? (We do!) Not quite sure how to get the best out of your console? Confused about converters? Then it's time to pour your heart out to Steve Keen – the agony uncle with attitude and a screwdriver. Scribble down your problems and send them to: STEVE KEEN'S GOT SO MANY PROBLEMS THAT ONE OF MINE WON'T MAKE ANY DIFFERENCE, WHAT'S YOUR PROBLEM?, CVG Towers, Third Toilet on the Left, Priory Court, 30-32 Farringdon Lane, London EC1R 3AU. Steve can't promise to answer all your queries. Especially if they're crap ones.

PREVIEWS

Anybody can tell you what's on the software shelves today - all they have to do is pop down the shops and look, after all. But it's a wise man who can tell you what titles will be setting those shelves alight in a few months' time. So cast your eyes over this month's prime cuts of coming attractions (and mixed metaphors) and experience the Joy of Knowledge!

STAR TREK II

PC • INTERPLAY • £TBA

The crew of the USS Enterprise will be boldly going where no man has gone before yet again this Summer, thanks to Interplay and a whole new set of adventures they've dreamed up for Kirk and co. These days Spock, Bones, Scotty and the gang may be getting on a bit, but Interplay has gone back once again to the good old days of the original 60s TV series (before they all got fat and bald) for the sequel to last year's 25th Anniversary game.

As before, the game is broken down into eight missions, each one presented like an individual TV episode. As Kirk, you're responsible for commanding the Enterprise and leading the landing party in each of the mysterious adventures.

Star Trek: Can Spok uncover the secret of the organic green wig factory?

Battling in space with Klingons and Romulans, unravelling the secrets of ancient alien races and generally saving the Universe is all part of the job for the Enterprise crew in Star Trek II (working title), which like 25th Anniversary, is a half-and-half mix of arcade space battling and head-scratching graphic adventure. Look out for some genuinely bizarre storylines, including a trip back in time to World War I Germany, and the return of some of the first game's nastier characters! Star Trek II is expected to beam down this Summer, alongside the long-awaited Amiga conversion of the first game, so it looks as though it'll be a Trek-tabulous year for floppy owners all round!

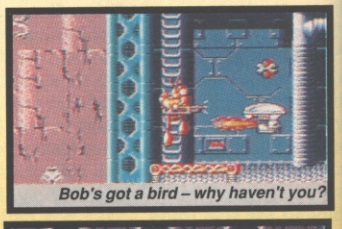
AUTUMN RELEASE

B.O.B.

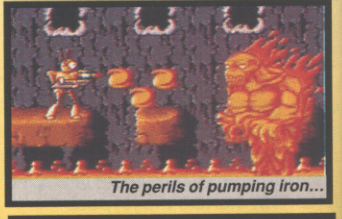
SNES/MEGA DRIVE • ELECTRONIC ARTS • £44.99

What's this? ANOTHER new video game hero? In the wake of the Big Two (Mario and Sonic, of course), we've had no end of new console characters hoping to repeat their success - Zool, James Pond, Bubsy, Cool Spot to name but four, and now we can add BOB to the list. BOB, in case you haven't heard by now (he has been getting rather a lot of press lately as the Next Big Thing), is a bionic android with an attitude (aren't they all?) on a mission to keep a date with his girlfriend (if you're wondering what a girlfriend is, you sad computer games playing people, look it up in the dictionary).

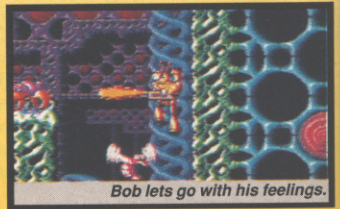
Unfortunately, on the way to his hot date, BOB crash-lands his spaceship on an alien planet and now has to make it through a seemingly endless series of caverns populated by the none-too-happy alien residents and their even more displeased bosses. Armed only with a gun and portable trampoline to start off with, BOB's able to pick up extra bits and pieces along the way to help him on his mission. Sounds



Bob's got a bird – why haven't you?



The perils of pumping iron...



Bob lets go with his feelings.

like you've heard it all before? Well we thought that too, but Electronic Arts is promising that it really will be very good indeed, and we have to believe them because (nearly) all their games are excellent. So there you have it.
SUMMER RELEASE

INNOCENT UNTIL CAUGHT

AMIGA/PC • PSYGNOSIS • £29.99
As we edge closer to 1993's halfway mark, we're still waiting for this years big graphic adventure. Monkey Island 2 and Indy 4 were tops last year, but this time Lucasfilm have got their work cut out for them thanks to the new team of Divide by Zero and their sci-fi comedy called Innocent Until Caught.
The player is cast as Jack T Ladd, a freewheeling space trader hauled in by the galactic taxmen and given 24 hours to pay off a massive revenue bill. Getting the money means falling in with a seedy crime organisation and stealing some of the most valuable artifacts in the cosmos. It sounds like serious sci-fi, but the game's a comedy – a cross between Hitch-Hiker's Guide to the Galaxy and the Carry On films so expect plenty of rude jokes. "One of our artists has done illustrations for Penthouse and Mayfair, which is a good qualification for this type of product," say the team. As well as spanning three whole planets, Innocent Until Caught is claiming to be the most technically-advanced graphic adventure yet, with a super-intelligent point-and-click interface, eight-way scrolling and a revolutionary character interaction system. It all happens this Summer on PC first with the Amiga version following in Autumn. We don't know yet if it'll be a hit, but it looks lovely and Psygnosis are obviously confident, since the team is already working on a sequel!
AUTUMN RELEASE

He"s cooll, he's casual.

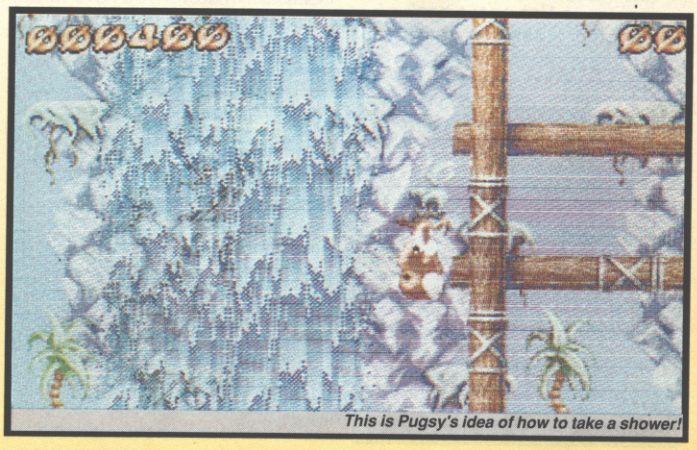
Space sleeze beginhere.

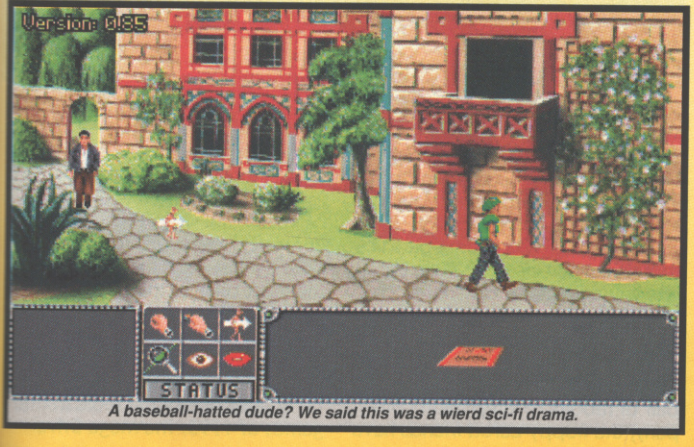
see, and needs all the help from you he can get. That means guiding him through seventeen colourful locations in search of his stolen spaceship and going up against over a hundred types of alien creature along the way. Psygnosis being Psygnosis, the game has plenty of technical highlights, including full screen rotation, no less than 34 different soundtracks and a ray-traced intro sequence! Mega Drive owners will be the first to sample Puggsy's charms when the game's released later this Summer, while SNES gamers are going to have to wait until Christmas. A review will follow real soon...
SUMMER RELEASE

PUGGSY

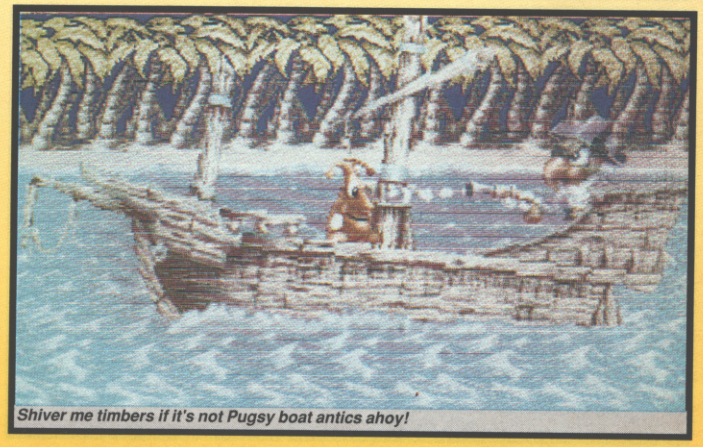
MEGA DRIVE • PSYGNOSIS • £39.99
Looking like a piece of plasticene with eyes, Puggsy first started life as a character in a series of freaky Amiga demos a couple of years back - Psygnosis liked the character, and a game starting the scarlet hero has been in the offing ever since. Now, at last, the waddling blob is to get his commercial debut in a Mega Drive game named after him!
Puggsy is a scroller that has our hero getting lost on the way to the corner shop and having to find his way back. Puggsy's a bit stupid you

It's Pugsy! And he may look stupid but don't be deceived – he's as thick as a brick!

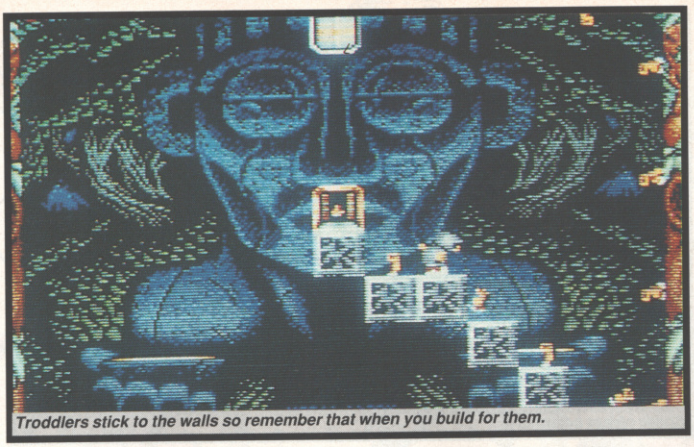

This is Pugsy's idea of how to take a shower!



A baseball-hatted dude? We said this was a wierd sci-fi drama.


Shiver me timbers if it's not Pugsy boat antics ahoy!

PREVIEWS



Troddlers stick to the walls so remember that when you build for them.

TRODDLERS

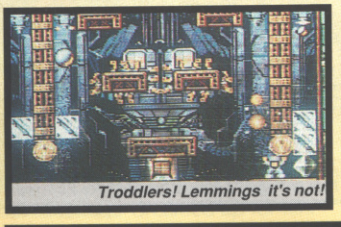
SNES • STORM • £44.99

Hot on the heels of Lemmings come another gang of helpless (and rather cute) little men who need your help to save them. They're the Troddlers, Storm's big Amiga game of last year which, despite many criticisms of being just a Lemmings rip-off, emerged as one of the best games of '92. Now, like most successful Amiga games these days, it's on its way to the Super NES in the form of a straight conversion that should please anybody bored of the never-ending stream of platform games and beat'em-ups.

Troddlers sounds a lot like Lemmings on paper, but in fact it's got a gameplay style all of its own. In each of the 175 levels the player has to fulfill his mission objective - it might be to rescue a certain number of the innocent Troddlers or fight the Troddler-killing zombies or pick up a certain number of special bonuses. Whatever you have to do, the rules the remain the same - your on-screen character has no direct control over the Troddlers, but can influence their actions by dropping blocks and other obstacles in their path to make them do what you want. On each level the action takes place on a single boxed-in screen, with the Troddlers able to walk up the walls and even shuffle upside-down across the ceiling!

Extra fun is to be had in the simultaneous two-player mode, where contestants can either work together or battle it out for the most points by destroying each other's precious Troddlers! It's frenetic stuff and bound to be a hit with those who liked the look of Lemmings but found it a bit too taxing - this is a little simpler and more action-orientated. It's also due out in July, so look out for a review soon.

SUMMER RELEASE



Troddlers! Lemmings it's not!

Look! It's a pesky Troddler with very uncool trousers on.

been... erm... "at it" constantly, resulting in no end of energetic offspring. When there finally got to bee too many to keep in the house, Wiz'n'Liz released them into the wild to fend for themselves, but later realised they couldn't survive on their own, so now they have to go out and collect them all

Wiz'n'Liz: Two wiza

WIZ'N'LIZ

Once you've liberated the bunnies, find your way out!

Send me an orignal caption for this screenshot and I'll send you a prize!

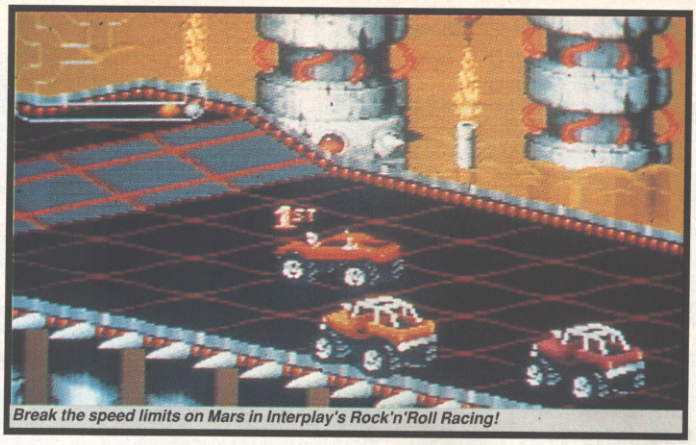
MEGA DRIVE • PSYGNOSIS • £39.99

More arcade action is hot-footing its way towards the Mega Drive - but this one's a little different to the rest of the action carts you'll find on offer this Summer. For a start there are NO in-game baddies to battle at all! Instead, Wiz'n'Liz pits you against the clock on a quest to collect rabbits from a series of magical landscapes. The story goes that since the two powerful wizards Wiz'n'Liz bought a pair of rabbits to keep them company, the floppy-eared friends have up again before they perish.

It's a high-speed collect'em-up like no other, is Wiz'n'Liz. Playing against the clock is fun, but Psygnosis reckon the real laughs will be had in the split-screen two player mode, where Wiz and Liz compete against each other to snatch the most bunnies in the time allowed. With over a hundred magic spells to help you through the 56 levels and a host of exotic sub-games, Wiz'n'Liz promises to be at least one of the most frantic games of 1993. The Mega Drive

version is currently being beavered away with as we write and should be released this Summer, with the inevitable Amiga and Super NES versions planned for conversion and should be released some time later on in the year.
SUMMER RELEASE

unhealthy interest in small, furry animals...



Break the speed limits on Mars in Interplay's Rock'n'Roll Racing!

$3000 for a laser charge? Rip-off!

High-octane isometric antics await contestants in the surreal racing tournament set in outer space. Choose your vehicle from one of the many high-tech models available, customise it, then race it against the alien opponents over 50 weird and wonderful tracks suspended high above ground level. Cash prizes can be used to buy weapons like laser cannons and cluster bombs to eradicate the opposition in the next race!
Sound is of course, brilliant with many famous rocking numbers from the 60s, including Peter Gunn, Bad To The Bone and Steppenwolf's classic Born To Be Wild. And there's plenty of sampled speech, provided by "world famous" racing commentator Larry Huffman. It's due out next month, so keep 'em peeled for the review and in the meantime, plug your SNES into the stereo, crank that volume to the max and get ready to seriously annoy the neighbours!
SUMMER RELEASE

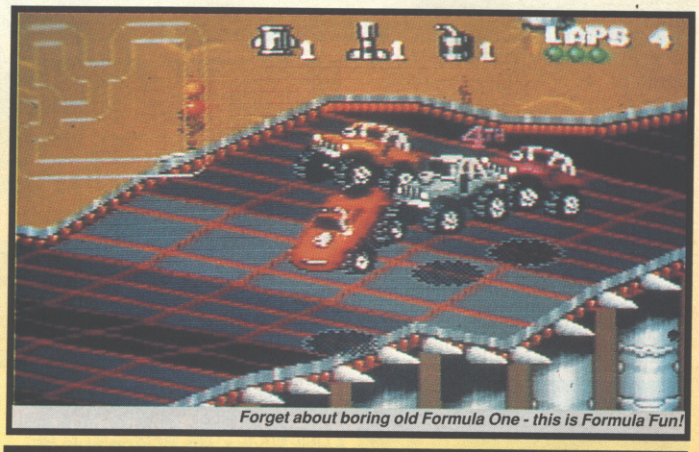
ROCK'N'ROLL RACING

SNES • INTERPLAY • £44.99
What have racing cars and hot rock music got in common? Not very much at all you might think, but Interplay sees it quite differently if its latest release is anything to go by. The general jist of the game is pretty much given away by the title It's a racing game with a rock'n'roll soundtrack!

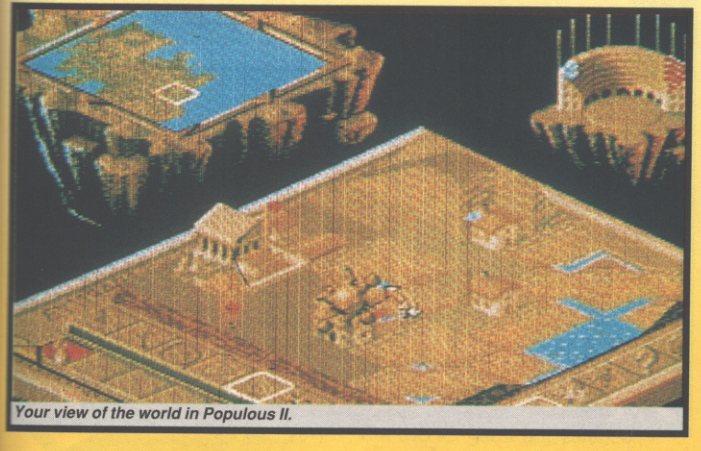
Born to Be Wild or what?

TWO TRIBES POPULOUS II

MEGA DRIVE • VIRGIN • £39.99
Well, Mega Drive owners have certainly had to wait long enough for their version of the world's greatest God-game. It first appeared on Amiga in Christmas 1991, and has since taken other floppy formats by storm and even spawned a spin-off Challenge Game disk. But it's only now that it finds its way onto the consoles, courtesy of original creators Bullfrog, publishers Virgin and an all-new trendy console name - Two Tribes.
A much enhanced and expanded version of the original Populous, Two Tribes once again pits two all-powerful Gods against each other for control of 1,000 landscapes down below on the real world - as the son of Zeus, your objective is to advance through the landscapes, taking on tougher and tougher opponents until finally challenging Zeus himself for a place on Mount Olympus. Create people, land, villages of your own to gain power, then use it to destroy your opponent's creations with volcanoes, tidal waves, thunderstorms and other acts of God. Populous has always been a thinking man's game, like playing Chess with real pieces, but this sequel is even more so, with dozens of new effects and more complex gameplay.
Now that it's finally finished, Two Tribes: Populous II should be released next month, and if you happen to be the owner of Sega's new Micro Trackball, you'll be pleased to hear that it's compatible with it. Review next ish.
SUMMER RELEASE



Forget about boring old Formula One - this is Formula Fun!


Your view of the world in Populous II.

Are you fast enough to compete for first place in outer space?

PREVIEW

SUPER NES

by ACCLAIM

PRICE £44.99

SUMMER RELEASE

Stage of Development

95% Completed

Gaze in awe at the terrifying stats of the twelve Superstars that Acclaim has lined up for the Royal Rumble...

BRET HART

FROM: Calgary, Canada
HEIGHT: 6' 10"
WEIGHT: 234lbs
SPECIAL MOVE: Sharpshooter

MR PERFECT

FROM: Minnesota
HEIGHT: 6' 4"
WEIGHT: 257lbs
SPECIAL MOVE: PerfectPlex

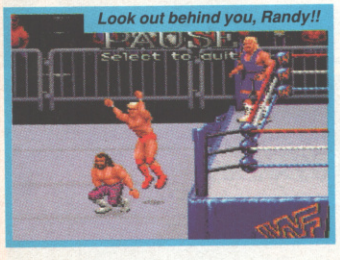
THE DIRTY DOZEN

ARE YOU READY TO *RUMBLE*? YOU'D BETTER BE, BECAUSE ACCLAIM IS SLAMMING INTO THE SUMMER WITH THE WWF WRESTLING GAME TO END THEM ALL. GARY WHITTA GIVES YOU A RINGSIDE COMMENTARY...

WWF ROYAL RUMBLE

The popularity of the World Wrestling Federation may be on the wane in America, but over here in Britain it's going from strength to strength — would you believe the WWF record album is in the Top Ten and climing as we write this? And with Hulk Hogan recently making a much-hyped return to the ring after mysterious leave of absence, what better time to celebrate with a new WWF game than right now?

Like Wrestlemania, and The Survivor Series, the Royal Rumble is one of the biggest events in the WWF calendar, bringing all the major superstars together for a big-time brawl to decide the new Champion. As you've no doubt already guessed, Acclaim's new game is based around that very tournament.



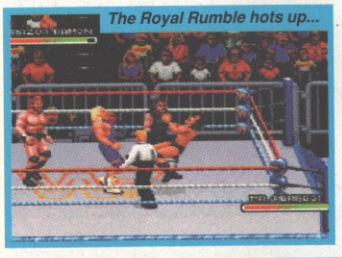
Look out behind you, Randy!!

Oof! Savage chins Flair.

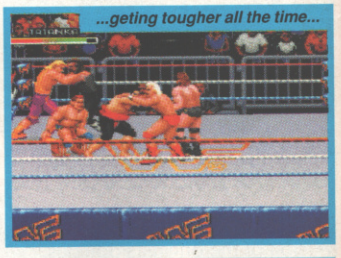
DADDY RUMBLE

Most (if not quite all) of your favourite WWF Superstars are taking part in this Royal Rumble, made up of a selection of new and old characters. There are a total of 12 in all — Ric Flair, Shaun Michaels, The Narcissist, Yokozuna, Razor Ramon, "Million Dollar Man" Ted DiBiase, Randy Savage, Mr Perfect, Crush, Tatanka, Bret "Hit Man" Hart and The Undertaker. Only the immortal Hulk Hogan himself is notable by his absence...

One or two players can step into the boots of their favourite grappler in a variety of different match-ups — there's the usual one-on-one bout, two or three-man tag team brawls and — the daddy of them all — the Royal Rumble itself. In this gargantuan battle to end all battles, up to eight Superstars climb into the ring for a free-for-all punch-up with no referee to maintain law and order. The object of the bout is simply to throw all of your opponents out of the ring, with the last wrestler left standing inside the squared circle declared the winner.



The Royal Rumble hots up...



...geting tougher all the time...

Every one of 'em a baddy.

RANDY SAVAGE

FROM: Sarasota, Florida
HEIGHT: 6' 2"
WEIGHT: 245lbs
SPECIAL MOVE: Flying Elbow Smash

TATANKA

FROM: Pembroke, North Carolina
HEIGHT: 6' 11"
WEIGHT: 255lbs
SPECIAL MOVE: Reverse Slam

TED DIBIASE

FROM: Seasonal Residences
HEIGHT: 6' 3"
WEIGHT: 256lbs
SPECIAL MOVE: Million Dollar Dream

THE NARCISSIST

FROM: Atlanta, Georgia
HEIGHT: 6' 6"
WEIGHT: 275lbs
SPECIAL MOVE: Running Forearm

THE UNDERTAKER

FROM: Death Valley
HEIGHT: 6' 10"
WEIGHT: 328lbs
SPECIAL MOVE: Tombstone

CRUSH

FROM: Kona Coast, Hawaii
HEIGHT: 6' 8"
WEIGHT: 315lbs
SPECIAL MOVE: Cranium Crunch

RIC FLAIR

FROM: Charlotte, North Carolina
HEIGHT: 5' 11"
WEIGHT: 239lbs
SPECIAL MOVE: Figure 4 Leglock

SHAWN MICHAELS

FROM: San Antonio, Texas
HEIGHT: 5' 7"
WEIGHT: 234lbs
SPECIAL MOVE: Back Suplex

RAZOR RAMON

FROM: Miami, Florida
HEIGHT: 5' 7"
WEIGHT: 287lbs
SPECIAL MOVE: The Razor's Edge

YOKOZUNA

FROM: Polynesia
HEIGHT: 6' 5"
WEIGHT: 505lbs
SPECIAL MOVE: Banzai Drop

PAST FORM

We have to admit we don't know very much about Sculptured Software, the team behind WWF Royal Rumble, because they live in America and Lord EMAP won't pay for us to use the phone — the rotten old sod. But what we DO know is that the programmers behind this game are the same team who are also producing the Super Nintendo version of Mortal Kombat for Acclaim this Summer! If WWF is anything to go by, we should expect something very special from MK in a couple of months! (By the way, for more hush-hush Kombat info, flick to page eight of this month's News section).

PAST FORM

Crush goes in feet-first!

PERFECT?

WWF Royal Rumble is Acclaim's first ever 16Mb cartridge — and it shows. From what we've seen so far, it could well be the most authentic and playable WWF outing so far, featuring super-accurate wrestler sprites (and sampled renditions of their theme tunes), some gorgeous animation and more moves than you can shake a stick at. Each wrestler has their own trademarked "finishing move" (including The Undertaker's fatal Tombstone and Mr Perfect's unbeatable Perfect Plex), and the sight of eight wrestlers grappling in the same ring in the big Rumble has to be seen to be believed! Look out too for guest appearances from WWF commentators Bobby "The Brain" Heenan and "Mean" Gene Okerlund, included to give the finished article even more of real feel.

With work on the cart now almost complete and the game scheduled for a release early next month, WWF-mania certainly looks set to repeat the success of previous World Wrestling Federation tie-ins grip the video games world like never before — keep an eye out next month for the CVG review!

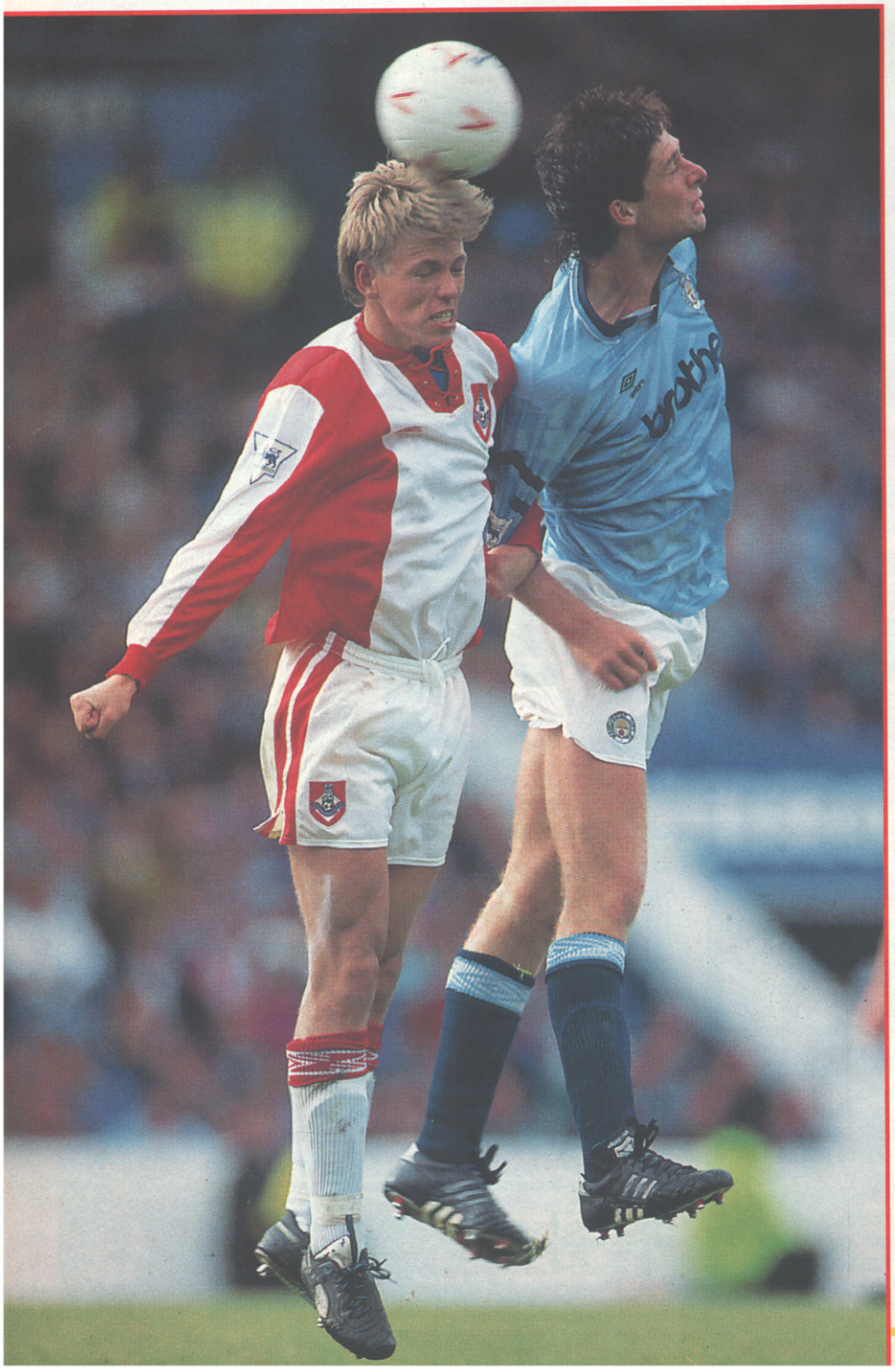
WHAT HAPPENS NEXT?

GRAPHICS — There isn't much more work to do, since it's nigh-on complete already and is just waiting for the go-ahead from Acclaim. But the graphics are a treat — our WWF fans were able to identify the characters with ease, which gives you an idea of how good they look.

SOUND — Sound effects will be big and beefy, with lots of grunts and groans to add atmosphere to the action. Each wrestler's tune (like Macho Man's "Land of Hope and Glory" has been converted faithfully to the SNES, so WWF fans should be well pleased.

GAMEPLAY — Royal Rumble uses a control system which allows dozens of different holds, suplexes, throws, kicks and slaps from just four buttons! The office preview cart has been a big hit with the CVG lads so far, but you'll have to wait until next ish for our official verdict!

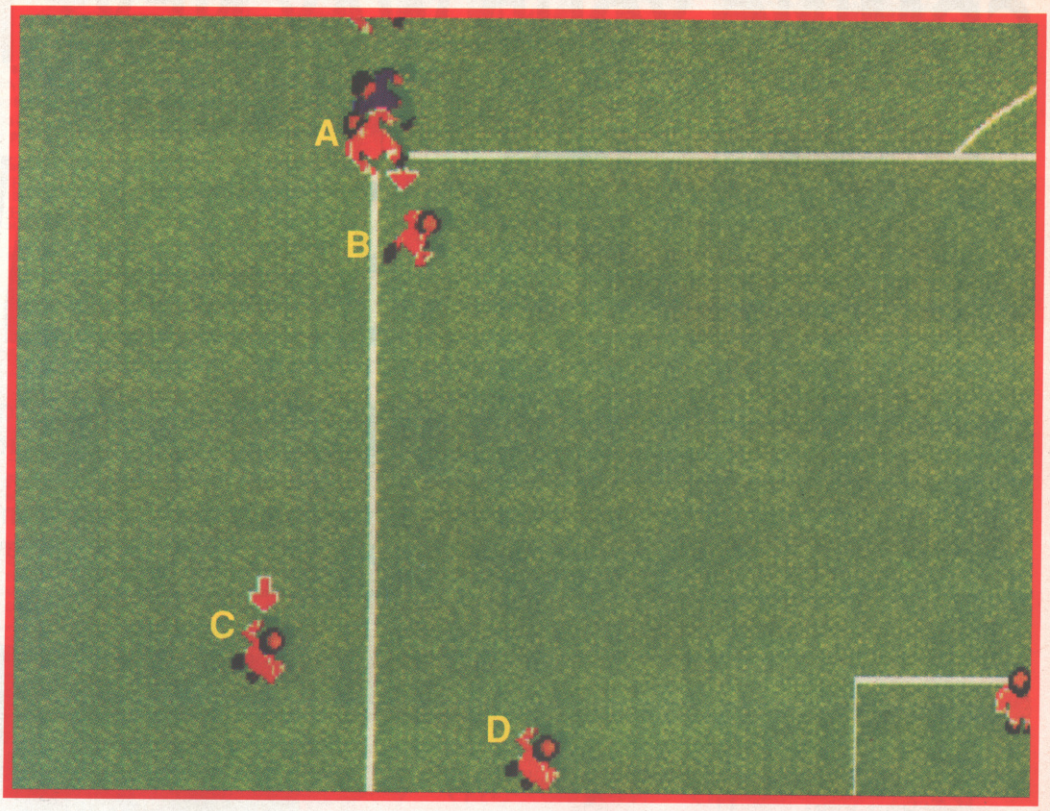
WIN TWO SEASON TICKETS WORTH UP TO £1000!!



The greatest prize in British football, the FA Cup, will be up for grabs about now and tickets for the final will be selling like sun block in the Sahara Desert! If you can't buy a dodgy ticket off the street for humungous amounts of cash, you're stuffed! But your fave mag is here with the solution: CVG and US Gold are giving away full season tickets to any club in the UK for two extremely lucky winners.

THE COMP

So if you want to cheer your favourite club on next season or even if you just want to know exactly how hard Vinnie Jones is in the flesh, here's what to do. Jon, with the aid of his magic box of crayons, has placed this picture on the spread. Unfortunately, the curly haired dope tripped on one of his girly locks and has removed the football and slipped it onto the side of the page. Simply stick the ball where you think it should go in one of four places; A,B,C or D. It's a cinch. Cut out the pic with the ball attached, stick it in an envelope and whisk it off to: BRIAN CLOUGH MAY NOT MAKE IT TO THE NEXT SEASON, BUT I WILL!, CVG, PRIORY COURT, 30-32 FARRINGDON LANE, LONDON. EC1R 3AU.



THE WINNER

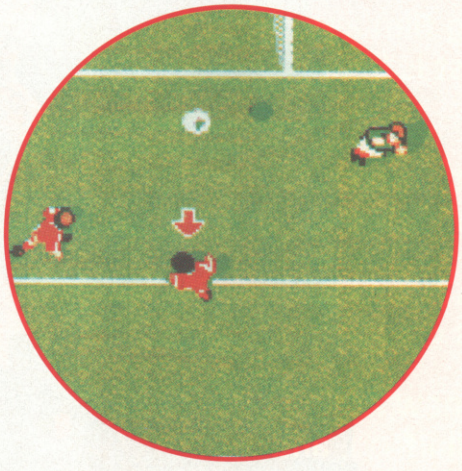
If you're chosen you must select your two season tickets from a UK-based football club. Should these be impossible to secure, sports vouchers will be awarded to the same value of both tickets.

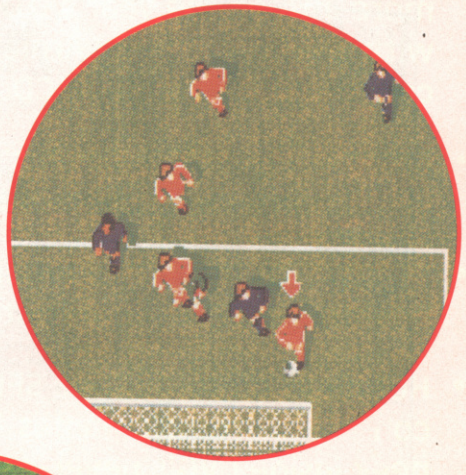
THE AGE

If you're fortunate enough to have the best years of your life ahead, ie are under 16, you must be accompanied to each match by an adult, which means your dad'll probably never make you do the washing up again!

THE ENTRIES

All entries must reach us by June 9th 1993 and the winners will be announced in the August issue of CVG. Please don't write in and tell us you ought to have won (and whatever I say goes — Garth). GOOD LUCK!





COMING YOUR WAY NEXT MONTH...

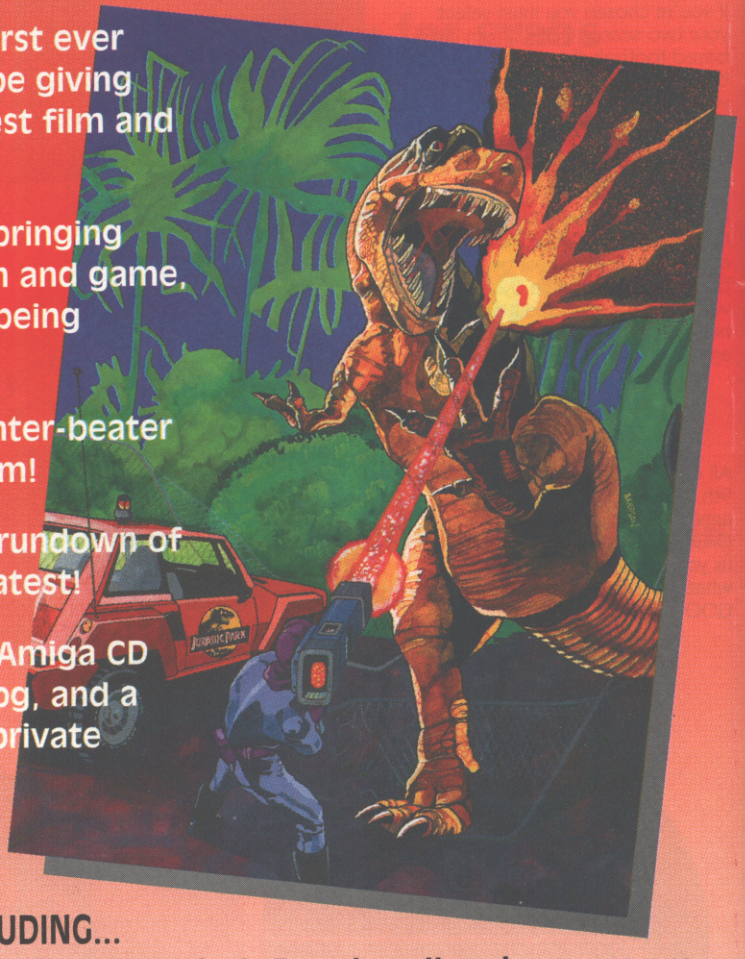
COMPUTER AND CVG VIDEO GAMES

HOTTER THAN JULY!

Yes, if you thought the issue of CVG you just finished reading was hot, you'd better buy yourself a welder's mask and a pair of asbestos gloves before you even think about picking up next month's blistering issue!

How do we know this, you ask? Because we've blummin' well seen some of the stuff that's going into it, that's how! We wouldn't want to give you a fever by giving away the full details at this early stage, but here's a few tasters to get your termperature rising...

- JURASSIC PARK! We brought you the first ever game pictures, and next month we'll be giving you the FULL story on the year's biggest film and game
- LAST ACTION HERO! YES! We'll also be bringing more info on the year's OTHER big film and game, with a report on how Arnie's latest is being converted to the Mega-CD.
- MORTAL KOMBAT! Williams' Street Fighter-beater arrives on all formats thanks to Acclaim!
- STARWING! The Players' Guide – A full rundown of how to be THE best at Nintendo's greatest!
- Hot news on Megadrive SFII, the new Amiga CD console, incredible games from Bullfrog, and a peek inside CVG's never-before-seen private photo album...



And just to push you over the edge...

OVER 40 HOT NEW TITLES REVIEWED, INCLUDING...
WWF Royal Rumble, Strike Commander, Prince of Persia 2, Populous II and many more...

CVG JULY, OUT JUNE 15th - IT'S SO GOOD, YOUR PANTS WILL EXPLODE (OURS DID).

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ZOOL is the software pack of the year.
It includes Zool, Transwrite, Pinball Dreams and Striker - Value £127.92.
Silica's A500 and A600 Standalones include a Free ZOOL pack.
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THE WORLD'S **ONLY** MAGAZINE FOR HAND-HELDS!

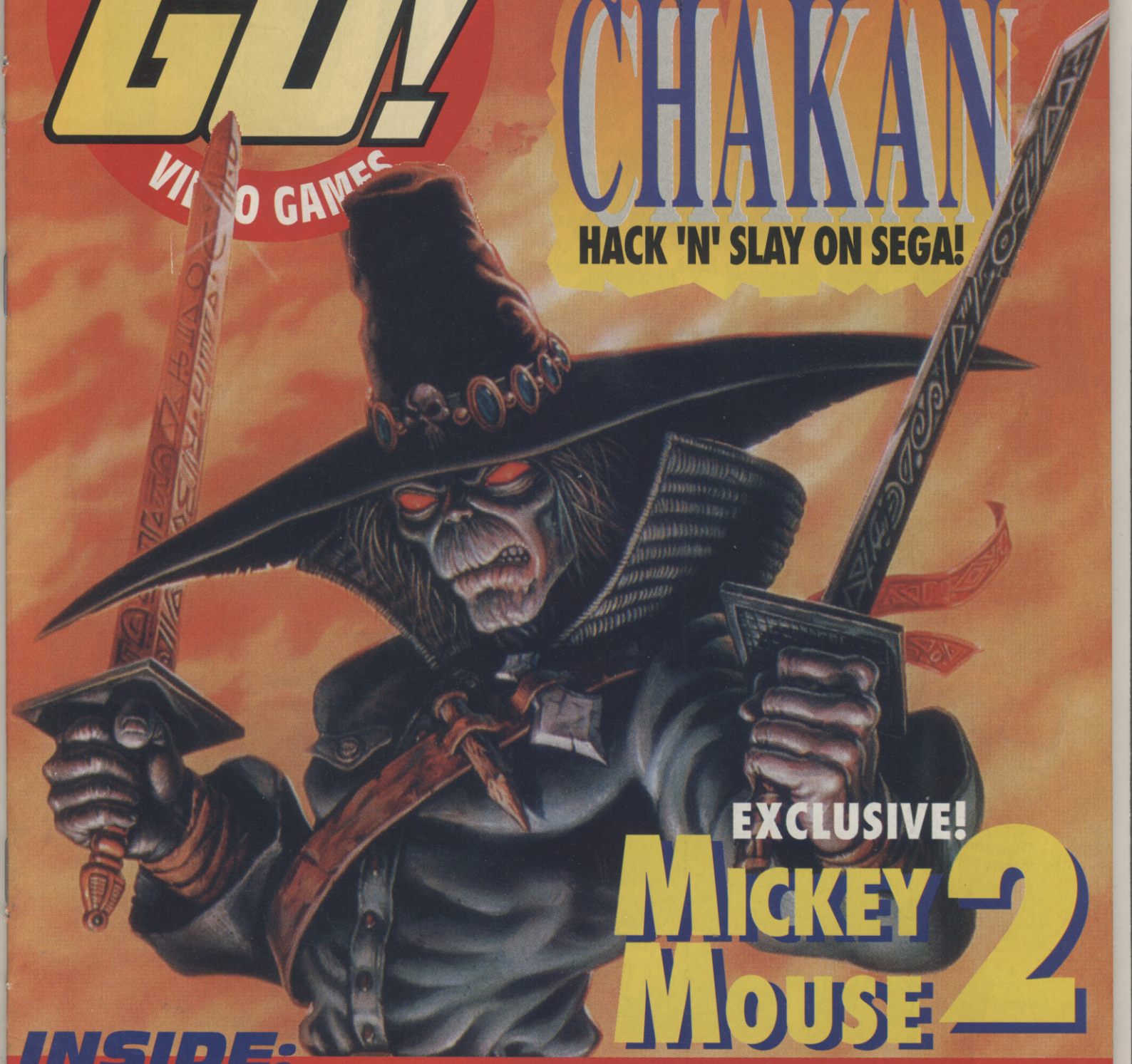
HAND-HELD GO! VIDEO GAMES

FREE!

ISSUE 20 JUNE 1993

CHAKAN

HACK 'N' SLAY ON SEGA!



EXCLUSIVE!

MICKEY MOUSE 2

INSIDE:

MICK & MACK TRACK & FIELD SPIDERMAN
JIMMY CONNORS JOE & MAC BOMBERMAN '93

GAME BOY GAME GEAR LYNX GT

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MAX POWER

HAND-HELD GO! VIDEO GAMES

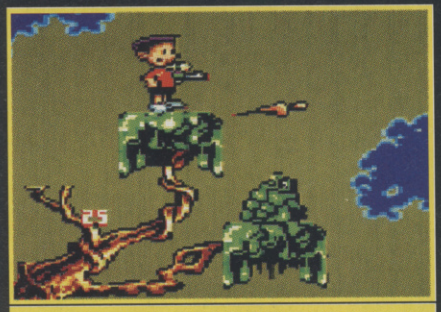
GREAT SCOTT! Have we got a line-up for you this month! As usual, GO! has been out and about, grabbing the biggest names in the hand-held gaming world and lining 'em up for the full treatment! This time around, there's the incredible Mickey Mouse 2 on Game Gear, a great conversion of Konami's Track And Field coin-op on Game Boy and, for all you GT freaks out there, not one but TWO reviews for your machine – Image Fight and Bomberman '93!

If anyone thinks the portable market is keeping a low profile of late, they must be mad – not only are there a stack of top titles on the way very soon (check out this issue's Previews) but we've also heard about a string of hot games appearing a bit later in the year – keep an eye on News for further info. In the meantime, keep on enjoying the World's Only Mag For Hand-helds – and we'll see you next ish!

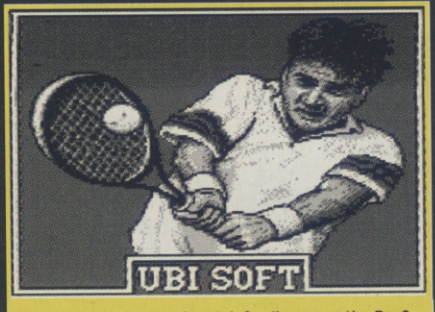
PAUL RAND

GAMES IN THIS ISSUE!

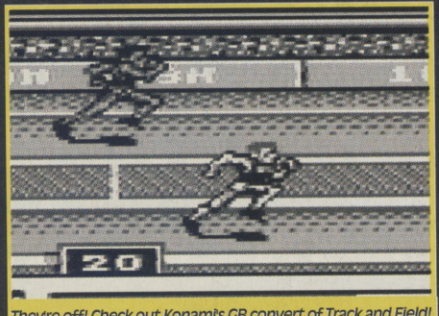
ISSUE 20 JUNE



Fast food fun awaits in Virgin's Mick And Mack on Gear!



Will it be game, set and match for Jimmy on the Boy?



They're off! Check out Konami's GB convert of Track and Field!

6 MICK AND MACK
Fresh from their successful outing on Megadrive, the McKids get down to some world-saving fun and frolics on Game Gear! A visit to McDonald Land will certainly make your day!

8 TRACK AND FIELD
Buy a big pot of blister cream – button-thumping action storms onto the Boy! Compete in a whole host of different sports events and break records galore in this conversion of Konami's classic coin-op!

13 BOMBERMAN '93
He's one of the most popular characters to hit the GT, and he's back! And this time, he's badder than ever before! Bomberman bursts onto the PC Engine GT!

14 SPIDERMAN
The man in the red and blue body stocking makes a welcome return to the Game Gear in a graphically excellent arcade adventure!!

18 JIMMY CONNORS' TENNIS
There's not a great deal of tennis sims kicking around for the Boy – could this conversion of the smashing Super NES game cause a racket?

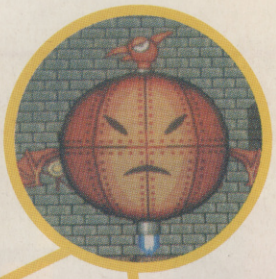
20 JOE AND MAC
Video games based on prehistoric times seem to be all the rage these days. Elite have come up with this version of the Data East coin-op – is it good? Or just a load of crud? We find out!

22 CHAKAN
Fresh from his adventures on Megadrive, Chakan makes his debut on the Game Gear! Dole out destruction to the minions of Death in a fine platform hack 'n slay!

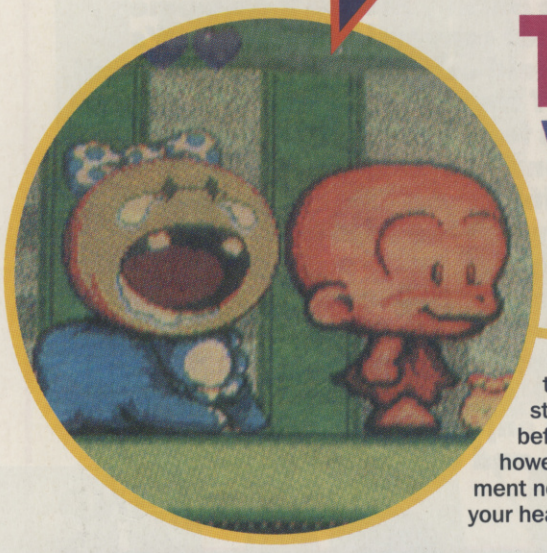
24 MICKEY MOUSE 2 – LAND OF ILLUSION
Wahay! Mickey's back on Game Gear in a massive platform caper full to bursting with great graphics and perfect playability – and a load of other Disney characters in cameo roles!

26 IMAGE FIGHT
Two GT games in one issue? That's 'cos this, the second this month for the portable PC Engine, is a beauty of a blast through the cosmos – check it out!

★★★

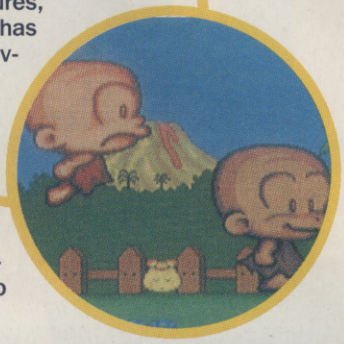


THE THIRD KID!



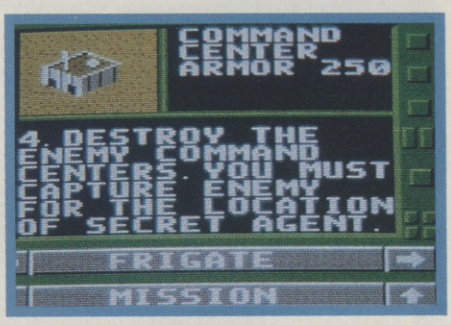
Well smoke my kippers and call me Susan, if this isn't red hot news! PC Kid 3, the long awaited final cart in the excellent Kid trilogy is, as we speak, available on the shelves in Japan! The third instalment is said to be the biggest and best yet, with all kinds of new features, including a wacky two-player mode! The game has been hyped to breaking point in Japan and is living up to its rep by selling out almost instantaneously in shops all across the country.

The only real bit of bad news is that it's not being released in the States for a while, so those of you who own a Turbo Express are a bit stuffed for the minute – but it shouldn't be long before it makes it over the water. The good news however, is that we will be giving it the full GO! treatment next issue. Until then just ogle the screenshots to your heart's content.

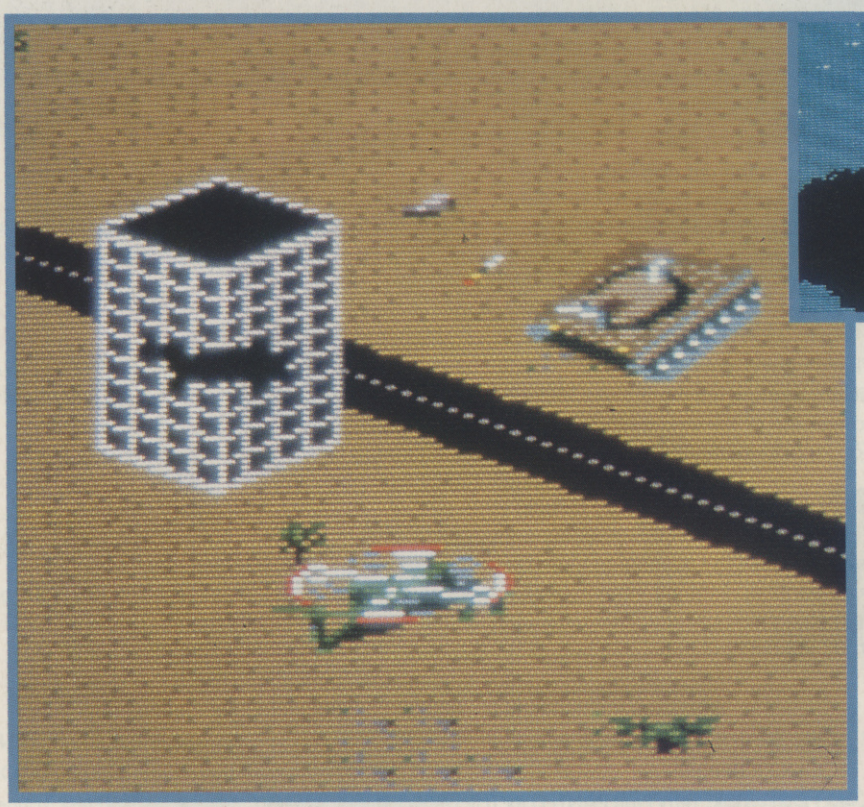


MEGA CHOPPER IN GAME GEAR SHOCK

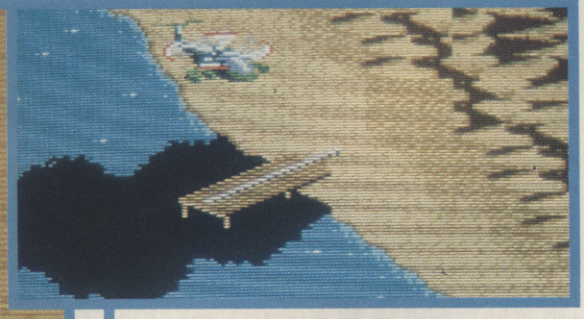
So all you Game Gear owners are well impressed with the sight of Ecco The Dolphin on your hand-held, eh? Well get a load of these screenshots of Desert Strike on Gear then. The game has been pencilled in for release in September, but as you can see, work is well under way. The graphics are looking very respectable indeed, with an exact conversion of the game promised. We can only sit and wait for what should be one of the hottest Game Gear carts for ages.



Desert Strike on Game Gear? Cor blimey!



Looks good, doesn't it? Let's hope it plays as well!



Don't swoon – we'll be reviewing it soon!

DINKY DOLPHIN COMING SOON!

All peace-loving Game Gear owners should be well pleased when they hear that the Megadrive smash Ecco The Dolphin is on its way to their machine! The game is a little way off yet, but the sprites are looking superb, with some of the best animation ever seen on the baby Sega. The gameplay is said to be exactly the same as the Megadrive version, with Ecco swimming round looking for his pals. This one should be a stormer, we'll keep you informed.

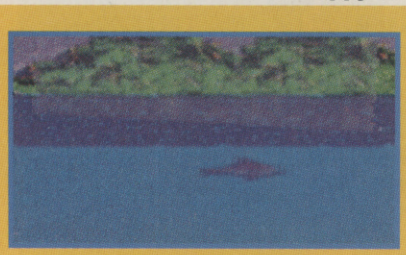
Streetfighter on GT? We can't wait!!!

STREETFIGHTER II ON GT – IT'S OFFICIAL!!

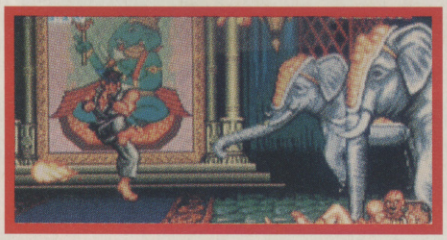
Get ready for this! We are talking bigger than Thora Hird's garter, more eagerly awaited than a takeaway Chinese and hotter than Cindy Crawford's...erm... hot bits. What is it? The one, the only, Streetfighter II – on PC Engine GT!

Yes, you heard right, the greatest beat 'em up ever to grace this earth is coming to the Engine very soon. The people behind the game are, of course, none other than those marvellous chappies at Capcom. We're told that the game is very nearly finished and should be available soon on import. There is, however, one fly in the ointment. It comes in the form of a nasty rumour which, if it checks out, could actually be something more like a huge killer bee in the ointment!

Sources close to the development team have said that NEC Japan are exploring the possibility of bringing the game out on a cartridge AND CD! The main problem is that, if the game was to be done as a high memory cartridge, (16 to 32 megabit) graphically the game would be a duplicate of the coin-op, but the sounds and the music would have to be drastically cut down. So the proposal is to put the graphics and gameplay on the cartridge and shove the sounds on a CD. For anyone not owning a Duo, this would be disastrous. The price, too, is not exactly the cheapest ever discussed – it's expected to be over $120! Let's just hope that they see sense and realise that there would be a lot of unhappy GT owners in the world at that price!



Dolphin-mania, coming to Gear soon!



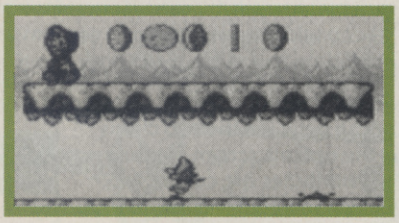
These boys look even harder than their SNES equivalents!

IN THE SUN IN THE SUN

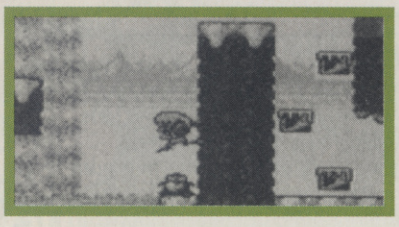
Picture the scene. You're out on the beach, it's a glorious summer's day and your Game Gear runs out of batteries. What do you do? Well, usually you'd be pretty much up sad creek without a paddle, but not anymore, thanks to the latest innovation in battery recharging. It's ingeniously named the Solar Gear and will fully recharge your batteries using a built-in solar panel at the top of the machine. The kit is available in June for the grand total of £34.99. The pack also includes an AC adaptor which you can use when you're being dull at home or it's very cloudy.

AREEBA! AREEBA!

The latest cartoon licence for the Game Boy is the fastest mouse in all of Mexico – Speedy Gonzales! Very little is known about Sunsoft's latest Game Boy cart, other than it's a platform game starring the nippy one in which he must run around, collecting balls of cheese and avoiding the bad guys. A full review of this one's a long way off yet, but watch the preview pages for more news.



Andalay! Eepaa! Eepaa! Speedy's coming!

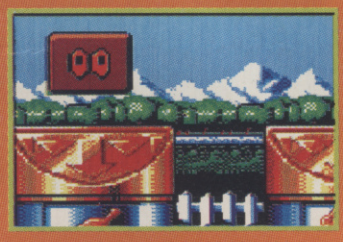


Keep an eye open for Speedy Gonzales!

REVIEW

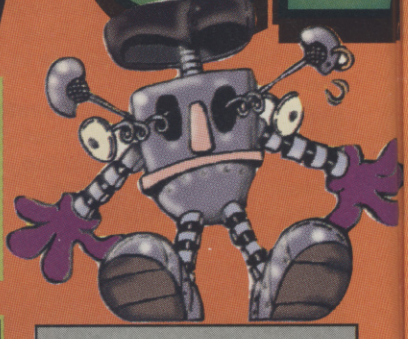
We've all heard that burgers and milkshakes aren't the healthiest grub in the world, but who'd have thought that they could cause problems of this magnitude? After consuming the said nosh, Mick and Mack were approached by a strange clown in a sad yellow Anneka Rice-esque jumpsuit (it's really Ronald Mac D). The not-desperately happy lad explained to the two chums the woeful tale of McDonald Land. "The problem is," said the red-haired one, "the whole place is being polluted by all kinds of gases and toxic wastes, and you have to help." The two chums looked at each other and Mick replied "Oomph, urrg, cough cough, splurrge". Once Mack had reminded his hapless chum that it wasn't good manners to talk to a mad clown with a mouthful of Big Mac, young Michael told Ronald that they would be only too happy to risk their lives for a land they had never seen – and off they went.

GAMEGEAR BY VIRGIN £29.99



(Top) What exactly is this blue thing above my head?
(Above) It's recycle time, kid.

MICK AND MACK GLOBAL GL



SAD PEOPLE IN ANORAKS

Seeing as McDonalds are sponsoring the game, they obviously thought they'd get as many sneaky little adverts in there as possible. The main essence of the game is to collect as many Maccy Dees logos as possible. You need 30 to exit the level, but if you collect 50 or more you get taken to the bonus stages. The logos aren't hard to find; they've been placed fairly liberally around the landscape. The sparsely scattered ones are easily located, but the groups of five or so are a little more difficult to reach. They're usually right by the edge of a platform, so that your celebrations of collecting the bonuses are cut short by your wailing as you realise that you've just waked off the edge and lost your last life in the process – yoinks!

I'm going to sneeze...

Look at the nose on that!

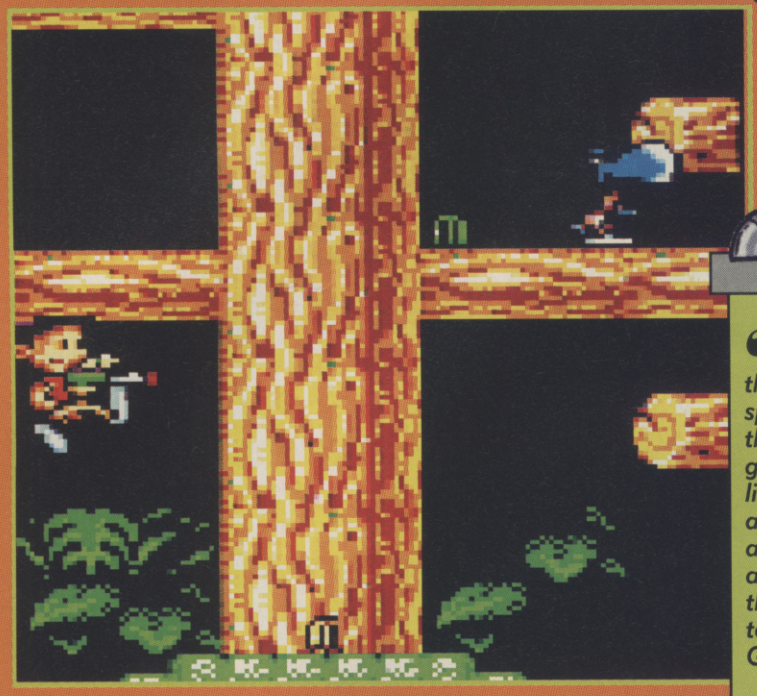
ANNOYING PEOPLE WITH ANNOYING LEAFLETS

Surprisingly enough, Mick and Mack: Global Gladiators features two great gaming heroes – Mick and, cor blimey, Mack. You get to choose between the two chaps on the options screen. As far as their attributes are concerned, the two don't differ at all. In fact the only difference is that Mick's white and Mack's black. One thing that's worth mentioning about them, though, is the brilliant little animations that Virgin have given them. Leave the lads alone for a while and they'll stand around, chewing their gum and spinning their guns around their fingers, just like in Robocop.

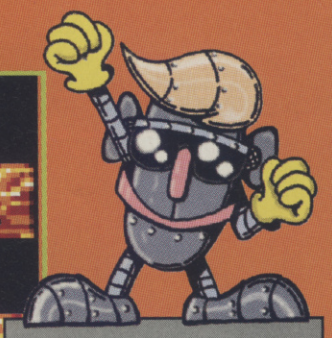
(Right) Hey, it's sad Ronny Mac! Hiya, Ron!

> *Mick and Mack: Global Gladiators is an extremely good example of the platform genre. The game oozes quality throughout, from the superbly animated sprites to the brilliantly graded difficulty level that lets you get just that little bit further every time and then holds you in for just one more game. Who needs new concepts when the old ones are still as great as this?*
>
> **PAUL ANGLIN**

REVIEW



Hurrah! Another 25 points! This land-rescuing lark is a pushover!



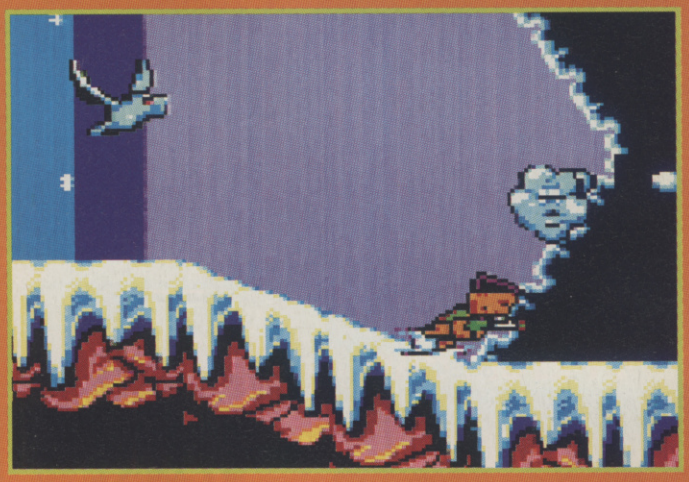
> *Brilliant! I kid you not when I tell you that this is an almost spot-on conversion of the brill Megadrive game! Graphics are little short of superb, and gameplay is fast and exciting. Sound's a bit of a joke, though. Overall, a top-quality Game Gear platformer.*
>
> **PAUL RAND**

If you bounce on that metal thing you'll find a horde of Mac D logos up there.

That gunge machine is polluting the world – waste it!

Careful, the green compost heap thing can get you from there.

ADIATORS



Don't run too fast, you can't stop very well on ice.

PEOPLE THAT LECTURE YOU ABOUT THE DANGERS OF FRIDGES

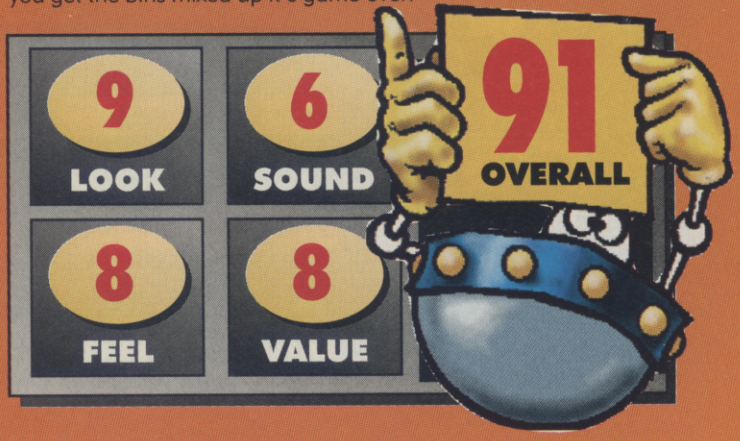
There are some hideously mutated bad guys roaming the lands, ranging from gunge monsters to rubbish spreading machines. Ronny has made sure you're well equipped for some serious monster-bashing – your detergent guns are enough to take out the toxic nasties, but they're a sneaky bunch who think nothing of sneaking up behind you to take you out.

NOT-HAPPY PEOPLE WITH EMPTY COLLECTION BOXES

Collect 50 McDonalds logos and you're transported to the bonus stage. Rubbish falls from the skies and you must throw it into the bins. There are three different types of rubbish receptacle: paper, metal and glass. When the items drop down, you must grab them and dump them into the correct can. But if you take too long or you get the bins mixed up it's game over.

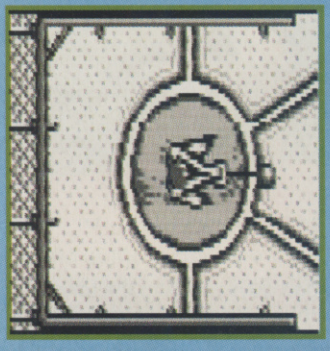
PLACARD-WAVING SADDIES WITH NOWT BETTER TO DO

McDonald Land is one big place; mind you, it would have to be to hold all those sad McDonalds assistants, so the lads have got their work cut out if they're going to sanitise the place before tea-time. The clean-up job starts off in Slime World and then moves quickly on to the Mystical Forest, where the intrepid adventurers will be faced with such nasties as killer Squirrels and man-eating plant life. From there it's on to such lovely sites as Toxi Town, Ice World – and rumour has it that there's even a bonus stage where you have to battle your way through the sprawling mass of Whitley Bay amusements centre! Each level is made up of three different stages, so it's going to be a long day. At least there's a Big Mac at the end of it.



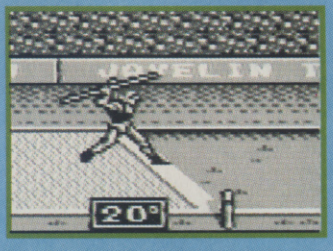
TRACK & FIELD

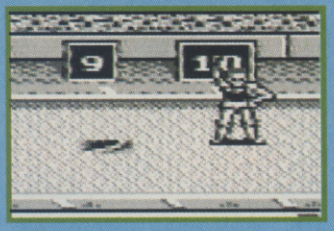
If you're the type of couch potato who'd rather try and eat an exercise bike than ride one, Konami's latest Olympic cart's for you! We've seen literally scores of athletics games over the years, but Track & Field was the gem that started the ball rolling. The constant button hammering, required by the control method, made the game completely unsuitable for more flimsy joysticks and the genre eventually faded away. However, pummelling buttons is perfect for sturdy consoles and hand-helds, so it's time, once again, to take to the fields!



We know it looks rude, but it's an event, honest it is!

GAME BOY
BY KONAMI
£24.99



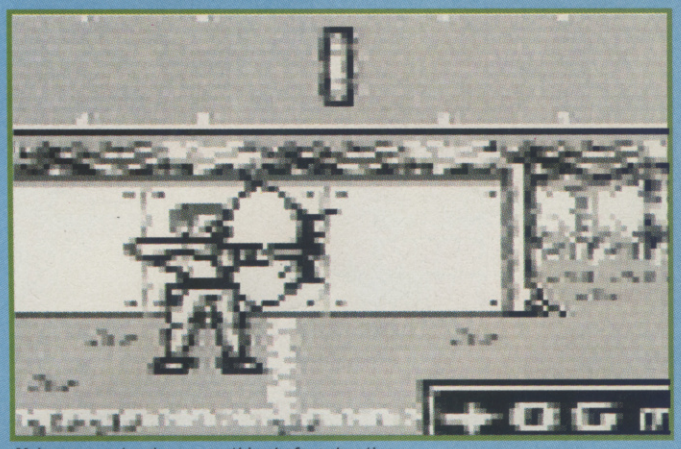


(Top) This is one world record that didn't stand for long, eh Steve?
(Above) Get out of that sand pit and stop messing around.

HALL OF FAME

Here's a taster of what the CVG boys achieved first time round, before their fingers wore out!

EVENT	RECORD	POINTS	WORLD RECORD
100M	11.15secs	765	9.86secs
Long Jump	8.03m	823	8.95m
Hammer	65.93m	779	86.34m11
110m Hurdles	15.64secs	596	12.92secs
Javelin	101.44m	964	96.96m
Weight Lift	195kg	690	280kg
Archery	42	820	56
Triple Jump	16.23m	723	17.97m
Swimming	57.07secs	699	48.63secs
Discus	58.48m	744	74.08m
Pole Vault	5.52m	840	6.10m
TOTAL	**8,443(3rd)**	**10,000**	



Make sure you've done everything before shooting.

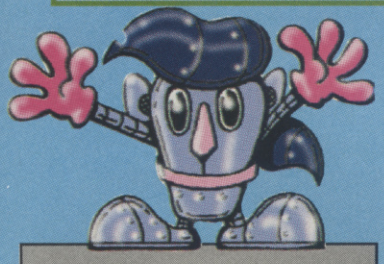
NICE ON THE EYEBALLS

As is the norm with Konami these days, everything's presented immaculately with great music and intro screens. The in-game graphics are perfect and the way such objects as the javelin, hammer and discus trail shadows, plummet into the turf and skim across the grass when they land is excellent. The running sprites are a bit slow at times, in relation to the damage you're inflicting on the buttons, but it's all pretty realistic and pleasing stuff.

GET DOWN TO IT!

So which events can you expect to break into a sweat with? Well some competitions are easier than others. The 100m glory race is simply a question of repeatedly pressing the buttons as fast as possible to build up speed, and maintaining it to the finish. Similarly, such events as javelin, hammer and discus are exactly the same, with the addition of selecting an angle of trajectory with the joypad; anything released at around 45 degrees should produce a winning throw. Need a bit more depth? Don't worry. Try Archery, Weight Lifting and Triple Jump for size. When you pick up the bow you'll be required to shoot over two distances at a tiny target. Adjust power, trajectory and allow for left and right wind speeds for a bullseye finish!

There goes the fitted kitchen!

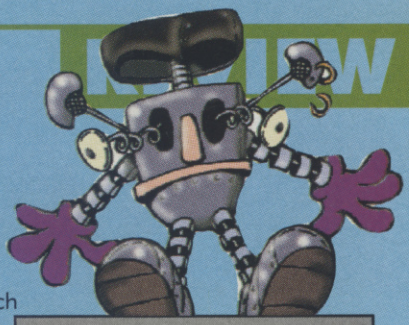


One of the toughest events in the game is Triple Jump. Not only do you have to notch up an incredible speed, but you must also change the angle of your jump no less than three times in a few measly seconds!

> *Track & Field's a perfect game for the Boy. With eleven events it's going to take ages for you to master them all, which can only be good news! It's a pity some of the world records are so high. If it was possible to save your personal scores this would have been my favourite game of the month. Limited gameplay but extremely enjoyable while it lasts.*
>
> **STEVE KEEN**

TWO SIDES TO EVERY COIN

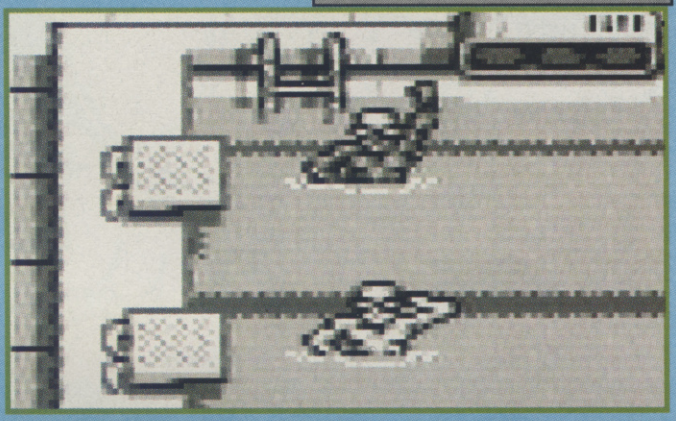
Budding Olympians take note! There are 11 digit-dashing events to cultivate callouses on your finger tips! At the start of the cart you can choose to go for gold in the competition mode, working through each event one by one, or link up with a friend and challenge him directly in the Versus mode. Alternatively, instead of diving in headfirst, it's a much better idea to get a bit of practice in. Each round can be chosen individually and you can hone your skills to masterly proportions before taking on the champions in the real competition.

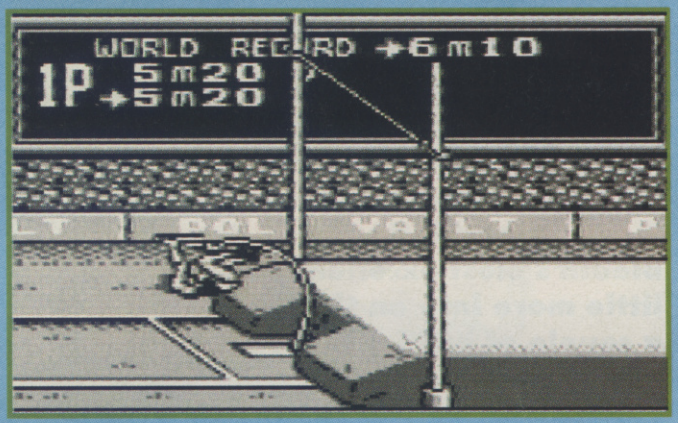


JUST FOR THE RECORD

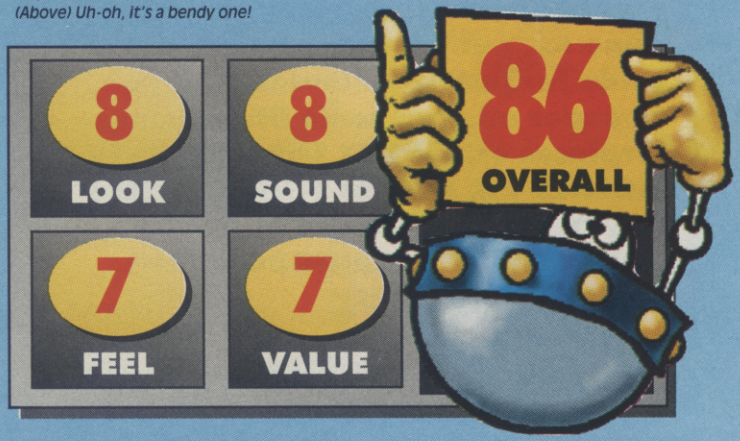
Every event carries its own scores to be awarded according to how well you perform. To spur you on, the computer displays the world record, which you should aim for to achieve a ball-blistering score. If you don't get anywhere near this first time – and you won't on any of the events – the computer still saves the best time or distance you got. It then displays both records the next time round, so you have two goals to aim for. Most of the world records are ridiculously high, especially Weight Lifting. You'd have to be able to pound the Game Boy through a table quicker than a buzz saw goes through butter to beat the whopping 280kg!

> *Track & Field has aged really well. Although it's good fun in one-player mode, hook up with a friend and you've got laughs all the way. It's a shame you can't store your world records, but generally this is an old classic converted in true Game Boy style.*
>
> **PAUL ANGLIN**

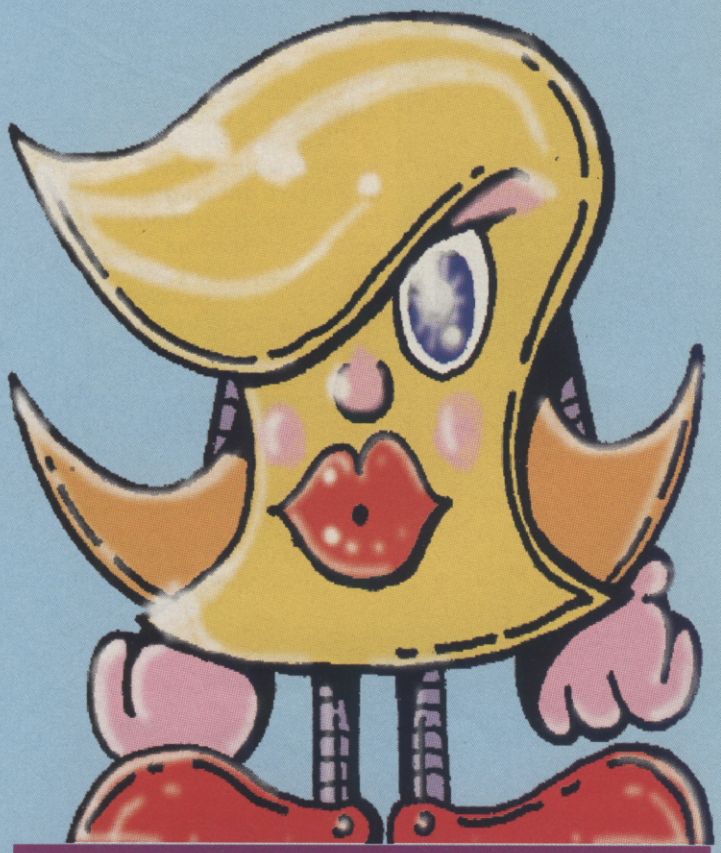




(Top) You lost this time young Duncan!
(Above) Uh-oh, it's a bendy one!



MAILBAG



Things are brightening up a little in the land of GO! Mailbag! Absolutely tons of 'questions' letters (see Perry Bleuth's most excellent scrawl for a little more info on that subject) and a couple of brilliant, not to mention very funny, scribblings from a few individuals. But these type of letters should be more commonplace, so come on, put whatever you're doing aside for just ten minutes, put pen to paper and get some literary masterpieces off to: PUT THE KETTLE ON MOTHER I'M NEARLY FINISHED ON T' LAVVY, GO! MAILBAG GO!, PRIORY COURT, 30-32 FARRINGDON LANE, LONDON EC1R 3AU.

I HAVEN'T SEEN YOU HERE BEFORE

Dear ***GO!***,
I'm not going to give you a lot of praise, because by now you're probably sick of it, but I have to say that this is the best mag I have ever read. Now could you please answer these questions for me?
1) Is Race Drivin' coming out on the Lynx?
2) Will there be an adaptor to let you play Master System games on the Lynx?
3) Will Sonic 2 be coming out for the Lynx?
4) Will Test Drive 2 be coming out on the Lynx?
5) Which has the best graphics, the Megadrive or the Lynx?

Richard Hammond, Leeds.

1) Not on the Lynx, but it's coming on the Game Boy!
2) Nope.
3) Are having a laugh?
4) I certainly hope not!
5) The Megadrive, you dozy get!

COULD YOU PASS ME THAT ASHTRAY PLEASE?

Dear ***GO!***,
I think GO! is brill and I get it every month. Please could you answer these questions for me?
1) Is Defender Of Oasis worth getting for the Game Gear?
2) What are the best beat 'em ups for the Game Gear and the Lynx?
3) Does the TV Tuner receive very well for the Game Gear?
4) When is Desert Strike coming out for the Game Gear?
5) How many games are there for the Lynx?
6) Is it worth getting a magnifier for the Game Gear?
7) What do you rate Super Monaco GP II for the Game Gear?
8) Is Football Champ out for the Game Gear?
9) What is the best game for the Game Boy, besides the Super Mario ones.
10) Are there any plans for a football simulator on the Lynx?
11) Is this a Mastermind questionnaire or what?
12) Is this the last question?

Russell Parsloe, Derby.

1) Definitely.
2) Streets Of Rage on the Game Gear and Pitfighter on the Lynx.
3) Yes.
4) there's no release date yet, but we're told it won't be long.
5) Loads.
6) You can if you want but there's no real need.
7) 89%.
8) No.
9) Star Wars.
10) Haven't heard of any.
11) Bloody seems that way.
12) Too right it is!

I AM AN A 'N' R MAN FOR WEA RECORDS, MY SWEET

Dear ***GO!***,
please could you answer these questions for me?
1) There are rumours that Streetfighter II is coming on a 20 meg cartridge; is this true?

2) Will there be a CD ROM add-on for the GT?
3) Is Final Fight or any other beat 'em up coming on the GT?
4) What percentages did Legend Of Hero Tonma and Splatterhouse get in CVG?
5) Where can I get the complete guide to Consoles volume IV and how much would it be?
6) Which hand-helds have bigger screens than the GT?
7) Any chance of seeing Zool, PC Kid 3 or Dragon Ninja on the GT?
8) Is there any way to get Japanese GT games translated into English because I've wanted to get Populous or some other Japanese games for ages now?
9) Where can I get Legend Of Hero Tonma for the GT 'cos no-one seems to have it?

Andrea Gillespie, Manchester.

PS. Can I see Paul Anglin in his so called expensive trainers?

1) If you told me what machine you were talking about I may able to help you.
2) Don't be sad.
3) There are no plans for Final Fight but Streetfighter II IS coming out, although we're not certain if it's GT or CD, but it's looking likely to be GT.
4) Legend Of Hero Tonma got 88% and Splatterhouse received 91%. But that was a long time ago.
5) There's no back issues left, the best thing to do is to put an ad somewhere and try that.
6) The GT's screen is 3.5 inches square, I'll leave the rest to you.
7) I don't hold out much hope for Dragon Ninja, but we should have PC Kid 3 for review next issue! Zool we're waiting on.
8) Just buy GT games and run them through a convertor which will cost you about fifteen quid.
9) Just ring around the various mail order stockists and you should be able to find a copy.
He says no, because you're bound to support Man Utd and even if you don't he doesn't care.

ARE YOU A PROFESSIONAL DANCER?

Dear **GO!**,
please could you tell me why there is such a small amount of software support for the Lynx? And also why Atari never do any decent advertising for their software? As for new coin-ops being converted, they seem to be obsolete – why?

A. Rustman, Leigh-On-Sea.

Don't ask me, try asking Atari.

CARE TO DO AN INTERVIEW FOR TIME OUT?

Dear **GO!**,
Your magazine is the best hand-held mag ever! It is always great fun to read even though I don't own a hand-held! I am going to sell my Master System Plus and buy a SNES, hopefully a wonderful Lynx as well. Could you please answer the following questions?
1) When will the Lynx 2 be available in Australia?
2) Should I buy a Lynx 1 now or wait for the Lynx 2?
3) How come the Lynx is 16-bit but can't have as many colours on screen as the Game Gear?
4) Does the Lynx 1 take the same cartridges as the Lynx 2?.
5) Please could you rate the following games out of 100%: Dirty Larry, Basket Brawl, Scrapyard Dog, Ice Hockey, Rygar, Slime World, Ninja Gaiden, Pitfighter and Pacland.
6) Is Scrapyard Dog worth buying?
Keep up the GO!od work.

Daniel Lawrence, Western Australia.

PS. When will the Atari Lynx Batman Returns pack be out in Australia?

1) I don't know, try asking various shops, or why not just order one from abroad?
2) The only difference is that the Lynx 2 is smaller, so make your own choice.
3) The Lynx isn't 16-bit!
4) Yes.
5) No.
6) No.

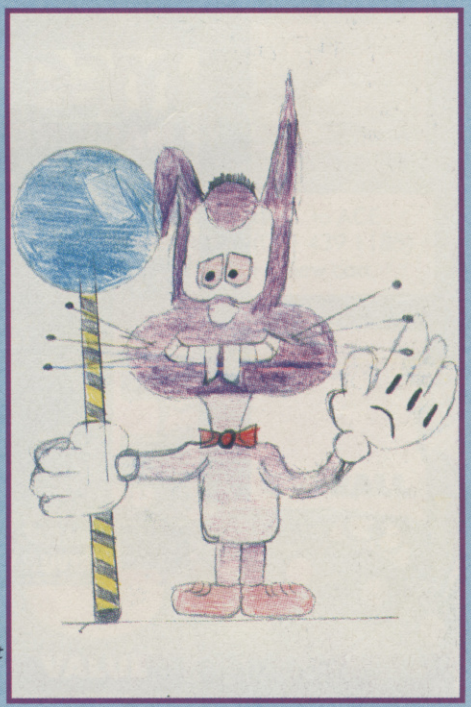
I AM LORD ROMNEY OF PUTNEY. I AM AN ENGLISH LORD

Dear **GO!**,
All you ever seem to get these days is letters asking you loads of different questions. So I thought I'd write you a nice, friendly, lively (not to mention witty) and informative letter to liven your pages up a little. So how's life at GO! Towers these days? I hope you're all having fun playing all those latest and greatest releases on every hand-held around (that was the friendly bit). And how's that other mag that comes free with GO!, what's it called now? Um, errm, oh yeah, CVG, that's the one! Hope everything's going well with that, it's probably one of the best freebies I've ever seen (that was the witty bit in case you missed it). Everything's happening down here in sunny Devon; the caves are being searched for evidence of a conspiracy involving that woman off the Ambrosia creamed rice advert, the cat off the squirty cream advert and the lass in the bikini off the Bio (that's the Yogurt one) advert. I tell you now it's mayhem down here (that was the lively bit)!

Well the hand-held universe seems to have run aground somewhat as of late. I mean, yes there have been new releases sprinkled across the four hand-held formats, but I can't remember there being a particularly big release on hand-held since Super Mario Land II on Game Boy! Mind you though, what's this about PC Kid 3 coming to the GT? Sounds as though it could be great (yes I do own a GT, so that should cheer up Anglin). Well, on that informative note, I shall bow out and wish you all a merry Yuletide (I like to be first you see) and many more happy issues to come. Bye.

Ryan Bartley, Devon.

Now this is what GO! Mailbag should be all about! Thank you Ryan for showing all these others just what a real letter should consist of: a bit of praise directed towards the world's only mag for hand-helds, a lot of laughs and a good dig at the industry cunningly sneaked in there at the end. Let's have more of this please, so that I don't have to sit and praise the occasional one to the high heavens, because it's so against my nature. In the meantime though, thanks again Ryan and were I to have a software prize to give away this month it would be winging it's way to you right now, but I don't, so it isn't – sorry! Keep sending 'em in though and, hey, you never know!



Who needs Sonic The Hedgehog when there's Lollypop Larry available to take on the world? Thanks very much to John Liney of Leicester for this, erm, great piece of artwork!

MEAN MACHINES IS REALLY GREAT

And that's our totally unbiased opinion

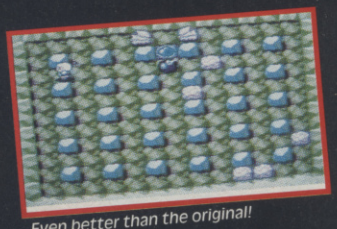
Well, alright, maybe we are a teeny bit influenced, but let's face it, what other mag gives you such hot news, such stunning previews and as many fantastic in-depth reviews of the latest games as MEAN MACHINE SEGA does?

MEAN MACHINES really is that good and it's in all good newsagents now priced £2.50

Will there ever come a day when evil villains decide to give it all up in favour of getting an honest job, instead of stealing your girly and holding her to an extremely high ransom? This time, it's poor old Bomberman's lass who's been blagged by the bad guys and, as usual, the only way he can get her back is by confronting the evil doers face to face.

But, not being best pleased with the prospect of getting caught red-handed, the kidnappers have hidden themselves deep in a labyrinth of mazes. So, along with his bottomless pouch of bombs, the man Bomber sets off in search of his lovely!

Bomberman gets down to business!



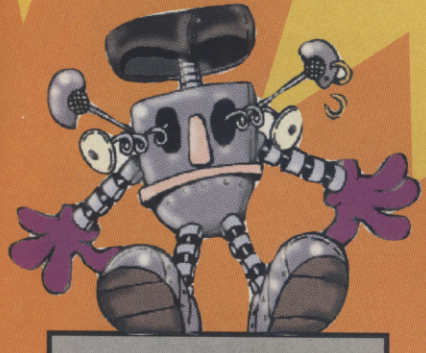
Even better than the original!

PC ENGINE GT BY HUDSON SOFT £29.99

BOMBERMAN '93

DEJA VU

Bomberman's first appearance came on the PC Engine in 1990. This was a little before the GT's time, but it made a real impact on the home machine. The game wa pretty much left alone, until 1991. This saw the release of Dynablaste on the Amiga. As regular readers CVG will know, Dynablaster is, in fact, Bomberman with a new name, and the game received rave reviews everywhere. Next up is the SNES version, which will be sold with the new five-player multi tap adaptor, for some real multi-player action.



PEOPLE POWER

Seeing as the odds are heavily stacked against Bomberman, it's only right that he should get the occasional bit of help. Blowing up certain blocks will reveal power-ups; these range from bomb upgrades to speed-up boosts. Although there aren't many to be found on each stage, they can really help you out of a tricky situation. One of the better collectibles is the flame; this increases the range of all your bombs, which helps when you've got a lot baddies on-screen, but it does mean that you have to shift out of the way – and quick!

"This is a great sequel! The graphics are still very simple and the gameplay is still absolutely stunning! The ultimate multi-player game – get hooked up right now!"

PAUL ANGLIN

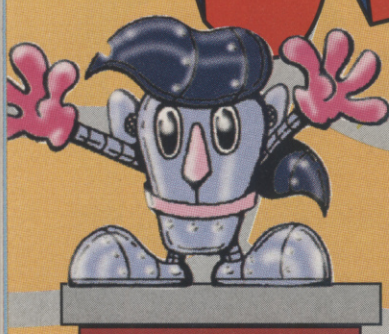
THANKS...to ACE Consoles (071 439 1185) for the review cart.

7 LOOK	8 SOUND
9 FEEL	9 VALUE

90 OVERALL

SPIDERMAN

RETURN OF THE SINISTER SIX



GAME GEAR – £29.99
BY FLYING EDGE

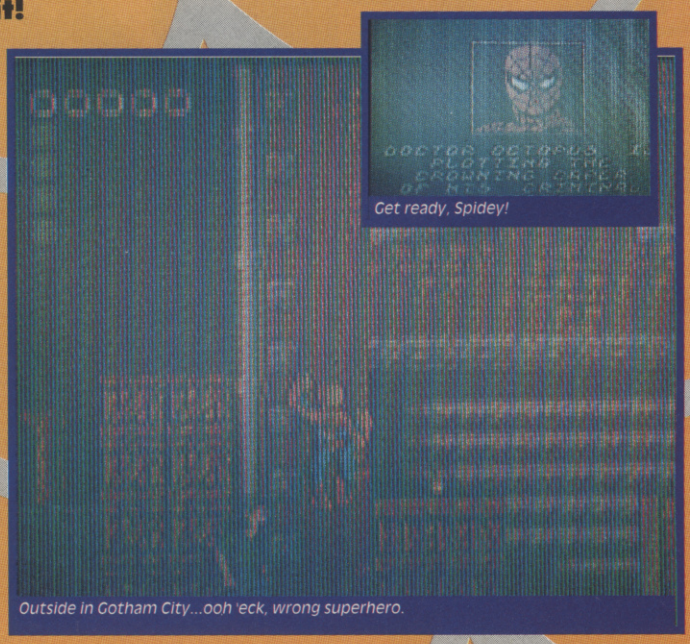
Spiderman, Spiderman, does whatever a spider can... including appearing in video games, apparently. Ol' Spidey has cropped up in more computerised adventures than we care to mention, including one previous Game Gear escapade. But now that an evil sextet of super-villains has got together, they plan to take over the world and your friendly neighbourhood Spiderman has been called back into hand-held action for this sequel, which comes in the form of a jumping, fighting, swinger of a platform romp-o-rama. Go for it!

At first glance, Spiderman looks like yer everyday Rolling Thunder rip-off, but the classy character control does a lot to set it apart from the crowd. Scaling walls and swinging from webs is a laugh, if a little difficult to get used to, and if there's anything that lets the game down it's the rather samey feel to the levels that sets in after a while. Nevertheless, it's one of the better Game Gear platformers, and has some great music too!

STEVE KEEN

THE STORY SO FAR...

The devilish Doctor Octopus has assembled five of the world's most evil super-villains to help him in his plan to conquer the Earth – Electro, Hobgoblin, Mysterio, The Sandman and The Vulture have joined forces and Spiderman is the only one who can stop them. That's about all there is to the story and, to be honest, it's all that's needed as the game's a fairly formulaic platform romp with each super-villain ruling over each of the seperate levels. And of course, there's the inevitable big boss showdown once you've battled your way through to the end of each stage. Have you got what it takes?

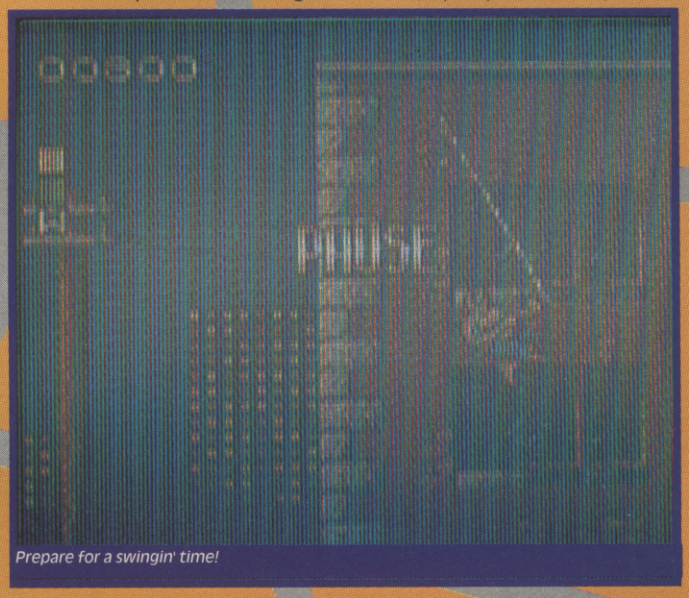


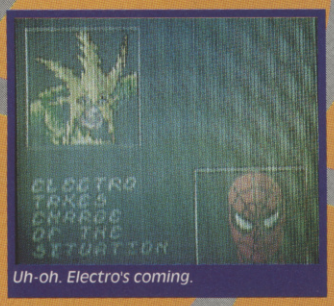
Get ready, Spidey!

Outside in Gotham City...ooh 'eck, wrong superhero.

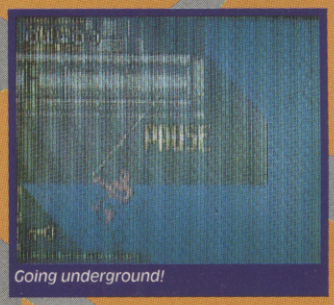
A SWINGIN' TIME!

Although the platform action isn't particularly original (imagine Rolling Thunder with Spiderman in it and you're halfway there), the player's control over the web-slinging hero gives the game a slight edge over most other platformers. What with all that spider flob flowing in his veins, Spidey can climb just about any vertical surface (including walls, lamp-posts and the like) and throw stringy webs to swing from like a trapeze artist. His jumping ability is also a bit good – he can leap right over gun-toting baddies and across yawning chasms with a spectacular somersault!


Prepare for a swingin' time!

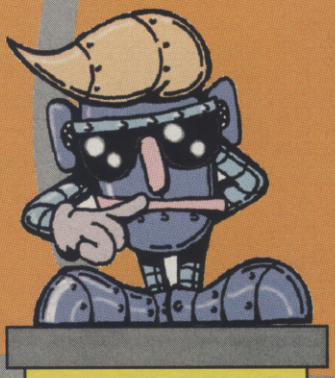


Uh-oh. Electro's coming.


Going underground!

ALRIGHT FOR FIGHTING

Spidey has some limited martial arts moves at his disposal (kicks and punches and so on), but these moves are only any good against baddies at close range. Fortunately, there are plenty of handy pick-ups available that, once collected, allow Spidey to hurl deadly projectiles at his adversaries across the screen. However you choose to fight, you'd better be good at it, as Spidey has only one life and if he takes too many hits, it's curtains for our web-slinging pal – and with only a few continues, Spiderman could have quite a tricky time of it.

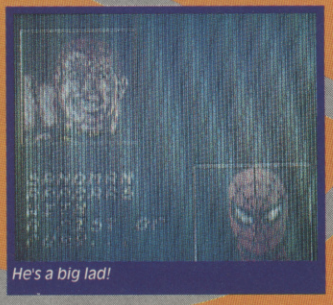


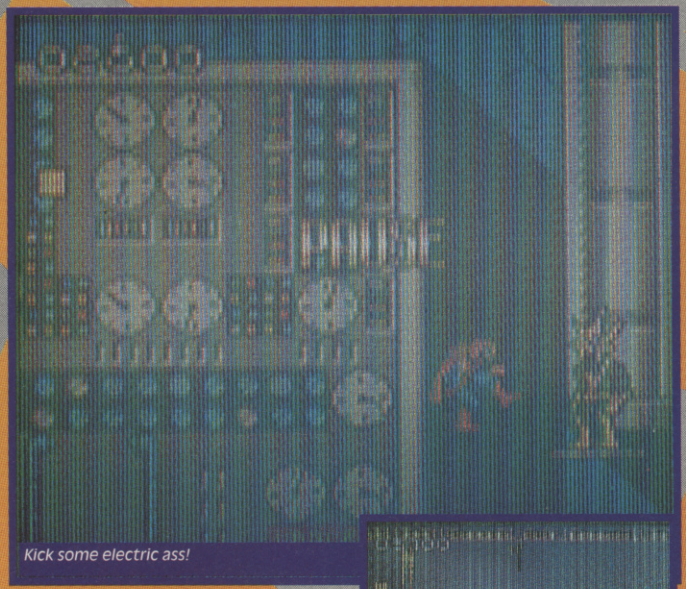
Spiderman isn't a bad game by any stretch of the imagination, but haven't we seen oh-so many of these games before on the Gear? Spidey's web-slinging antics add some variety to the action, but for the most part this is a familiar retread of tried-and-tested platform game formulas. It's by no means a disaster, and if you're into this sort of thing, Spiderman should keep you satisfied, but don't expect anything radical here.

PAUL RAND

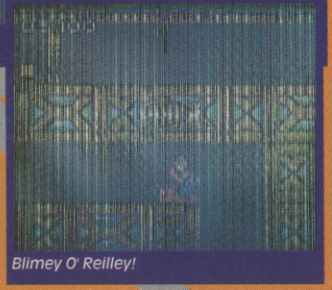
IT'S ELECTRIFYING!

In order to vanquish each member of the Sinister Six, Spidey must locate and penetrate each super-villain's fortress – but watch out for their defence systems! For example, on the first level against Electro, the baddy's lair is protected by all sorts of shocking devices; electrical thunderbolts, voltage generators and so on. When you finally encounter Electro he's strapped to a huge power machine, charging up for his ding-dong with you. Shut down the device to free him and begin the battle, but watch out – he's got a flying skateboard!

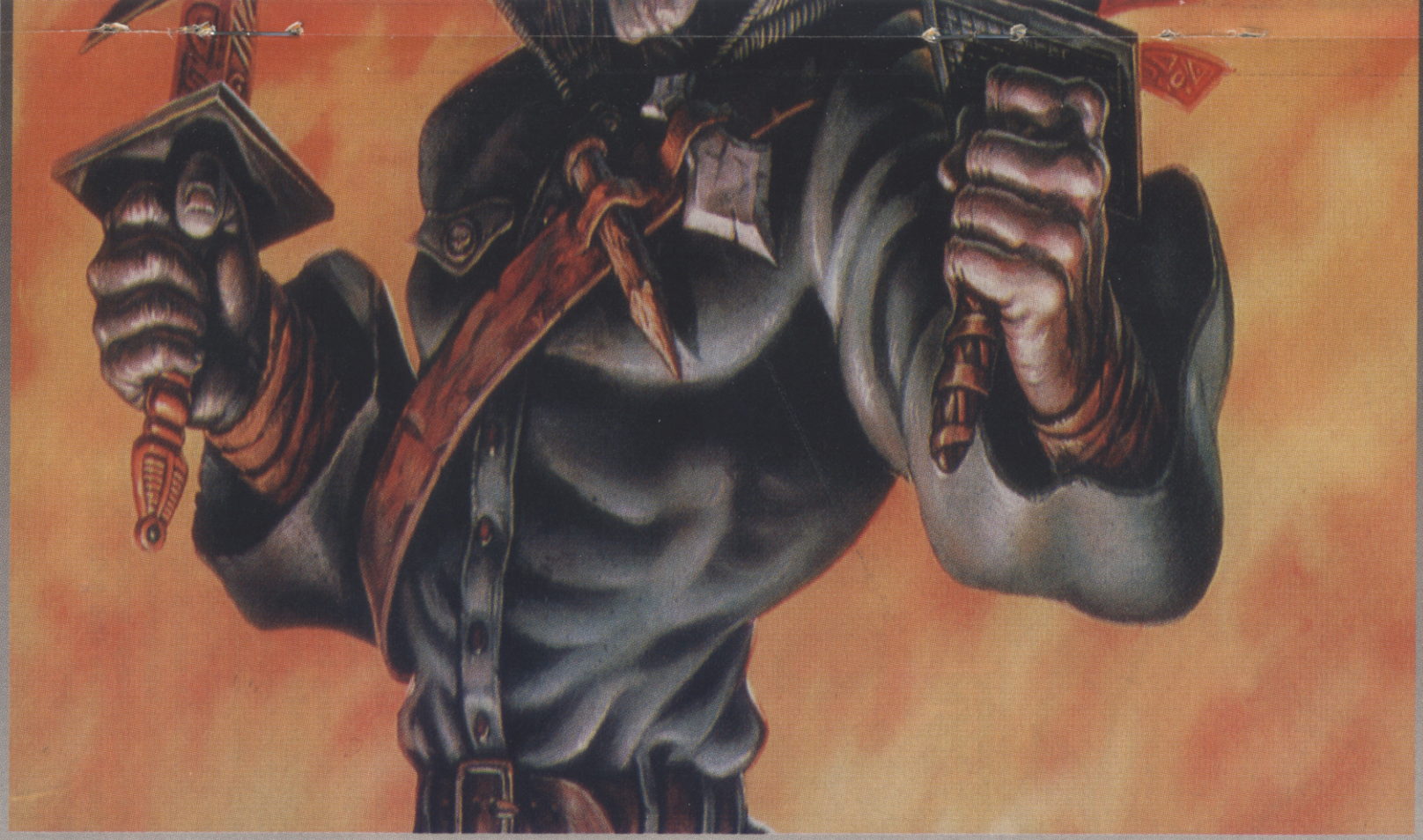

He's a big lad!


Kick some electric ass!

Ooh 'eck, missus!

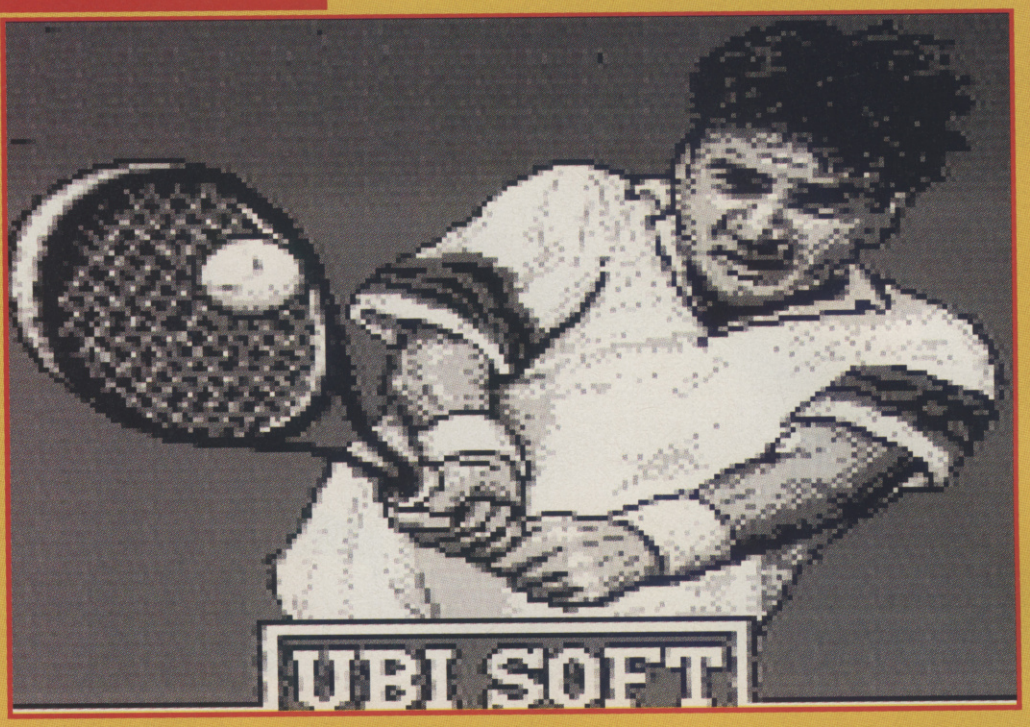

Blimey O' Reilley!

LOOK	SOUND	OVERALL
8	8	82
FEEL	VALUE	
7	7	



CHAKAN

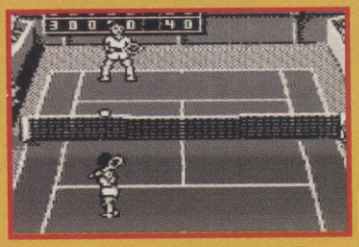
REVIEW



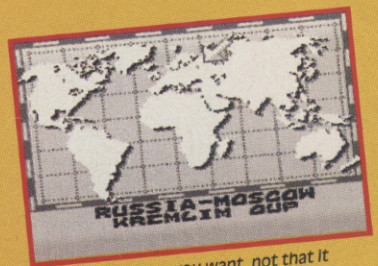
AROUND THE WORLD IN 16 WAYS

Take Jimmy's hand and follow him to the tennis ball machine for a bit of practice! Pick either 100, 200 or 300 balls to pound back over the net at the serving machine. There are three speeds, but be advised, advanced is impossible! Quite what you're supposed to practice is also a mystery. The arm sweeps across the court from left to right, spitting out about four balls every cycle and you're supposed to return them with only two buttons to chose from – hardly stretching your skills to the limit! There are also 16 countries to train in, but I can't see what difference this feature makes to the gameplay;, but it does allow you to see what other tournaments are on offer .

JIMMY CONNORS' TENNIS



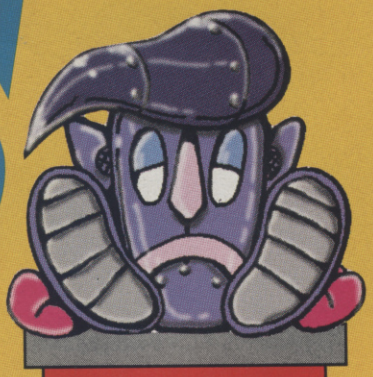
Oh dear! 40-Love down in the first game.



Practice wherever you want, not that it makes any difference!

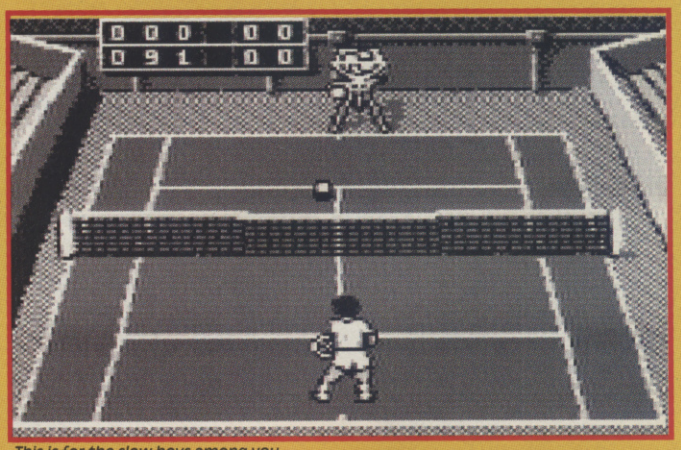
Andre Agassi? Doh! Titchy tennis fans favour the efforts of top racketeer Jimmy Connors. Ubi Soft's gigantic ball basher has already smashed Super Tennis out of the running for best tennis game of all time on SNES, and now it's winding up a big first service on the Boy. Will the all-conquering monster win the final match point? Or will it end up on the tram lines, skidding into obscurity? Grab your half-time barley waters, pull on your Nike pumps and drag your grandma out onto the GO! Centre Court to find out!

GAME BOY BY UBI SOFT £24.99

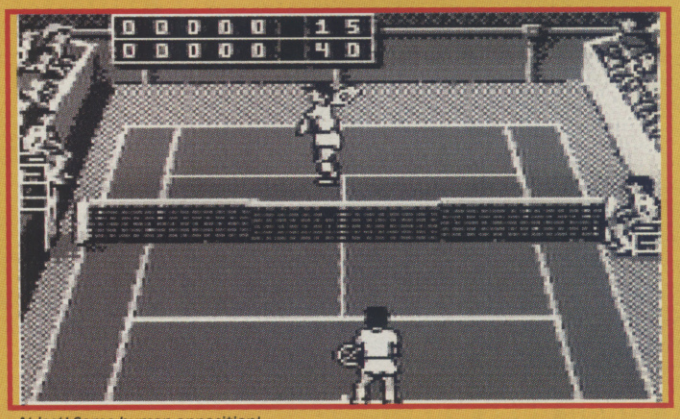


'You won't have to go far to find SNES fans of Jimmy Connors Tennis, but it would be easier to find an amoeba in a bag full of sawdust than to find someone who'd appreciate this game Boy version. From the infuriating music and foul sound effects to the mind-numbingly slow gameplay and lack of controls (only two; lob and hit!) and the lack of any variety in on-court action. This game sucks.'

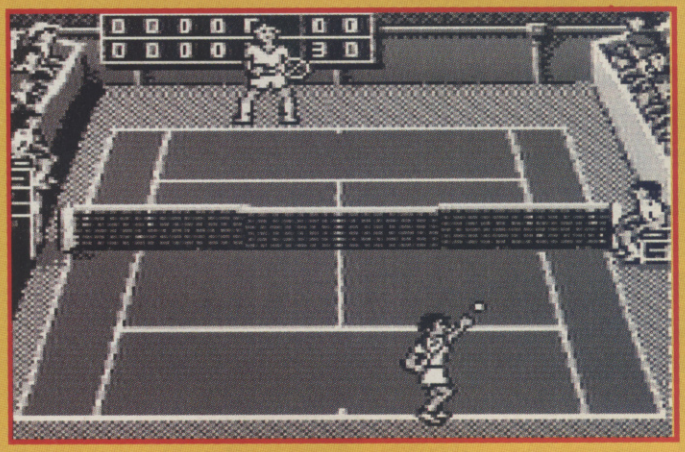
STEVE KEEN



This is for the slow boys among you.



At last! Some human opposition!



Serving's a doddle – just hit A or B.

TRIUMPHANT SPRITES

Tennis sprites are amongst the hardest to draw accurately in the known universe and NMS Software have done a grand job rendering Jimmy and his pals on the tiny screen. However, the room for sprite detection error has really been given an exceptionally wide berth. You only have to get within a vague distance of the ball to hit it back over the net. On the other hand, when you're playing at the top of the screen, your player tends to flop about, trying to smack at a ball that isn't really in front of him at all, but then again most tennis games suffer from this problem slightly.

WHO WANTS A CUPPA?

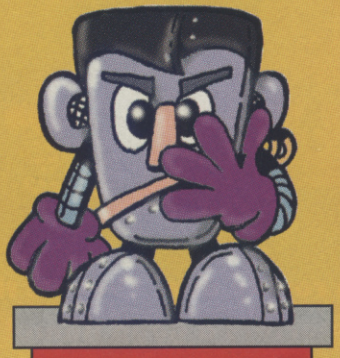
Once you've familiarised yourself with the awesome lack of controls – lob and hit – you're ready for the big time. Play commences in Australia and every round has to be won if you want to get onto the next. Some of the exotic places you'll visit are Russia for the Moscow Kremlin Cup, Germany for the BMW Open, Belgium for the Brussels Indoor Open(!) and, of course, Wimbledon in Merry Olde England. The scenery doesn't change but the competence of players does – if you can stand to play for longer than a couple of matches that is. If not, you can save your tournament position and return later.

HORSES FOR COURSES

Jimmy Connors' Tennis appeared on the Super Nintendo to tumultuous praise throughout games land. Its emergence as a rather, to put it bluntly, crap Game Boy title must be sending shock waves of fear though NES users' underpants as we speak. There's no reason why Lynx, Game Gear and Master System versions shouldn't follow and we can but pray that they are slightly more enjoyable than this extremely poor effort! Come on Ubi Soft, why-oh-why have you let us down so badly? You know the old saying; 'If a game's worth doing, do it well. If not, don't try and rake in a few quick shekels and do a runner with the dosh!'

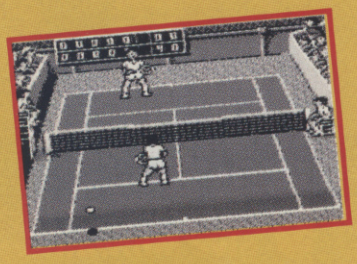
WHAT A BUMMER

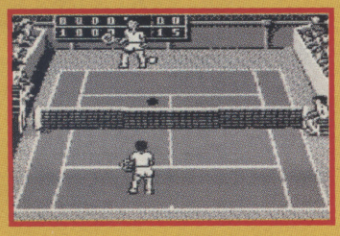
Don't go pawning the family silver just yet – Jimmy Connors on Game Boy is nothing like its console counterpart. The computer guides every serve into the court so that it's absolutely impossible to knock one out; this means that one of the most exciting and tension building aspects of the game has been totally erased. Another let down is the terminally boring gameplay. Two players can stand in front of each other for hours, just tapping the ball over the net. The first person to try something new and adventurous is bound to lose the shot, but it's either that or fall asleep!



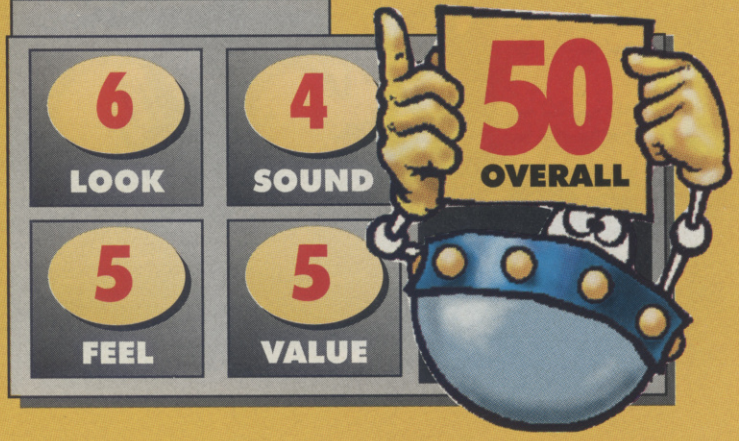
'Jimmy Connors is supposed to be sprightly, even if he is a bit of a geriatric these days. These guys move around the court like they've got pineapples shoved up their bottoms! Try and produce a winning shot and you'll almost always lose the point. Stand head-to-head for a rally and you could fall asleep on your feet! No thanks, I'll stick to its bigger SNES brother for my sporting action.'

PAUL ANGLIN





(Top) How did that one slip past me?
(Middle) Will you be the master of all you survey?
(Above) High and hard, it's anyone's ball.



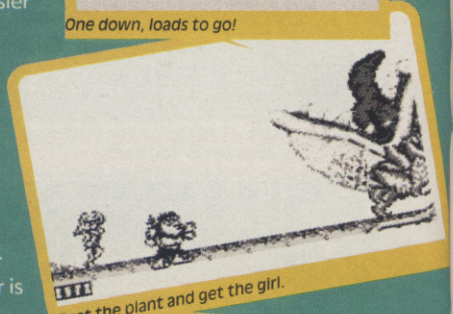
REVIEW

JOE and MAC

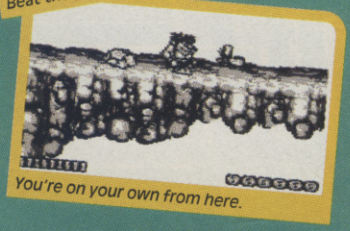
BUM CENTRAL!

Just quite how many levels you're required to trudge through is not quite clear, but one thing's for sure, you're not going to find out in a hurry. Not that the game's hard, but I've come across easier tasks set at the Institute Of Biological Research Into The Curing Of Male Pattern Baldness! Simple platform games are never much fun, but when they're as fiddley as this one the frustration factor virtually wipes any trace of enjoyment from the cart. The screen is really blurred and far too dark, but the real bummer is the strange arc that your weapons fly in when they're propelled towards the enemy. There's nothing worse than having a seven foot tall baby Trianosaurus charging down on you, whilst your boomerangs swirl around the top of the screen while you're getting flattened!

One down, loads to go!

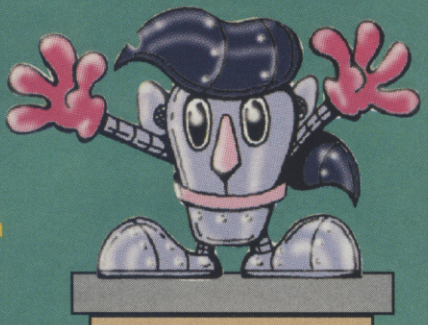


Beat the plant and get the girl.



You're on your own from here.

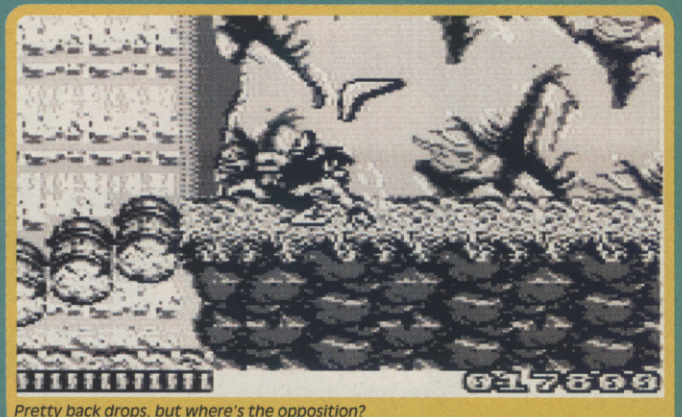
Joe and Mac are a rowdy duo. They're the kinda guys who give Millwall supporters a good name! The year's somewhere in the B.C. period, you know, that mythical time when Neandertholic man actually inhabited the Earth at the same time as the dinosaur, regardless of what the eggheads claim! The primitive males have lost their gals and, rather than clubbing fresh ones over the bonce and dragging them back to their caves, they set off across the wilderness to find the lost ones. It's not long before they come across the hostile tribes that share the plains and more than a few monsters. So are the femmes worth loosing sleep over, or even a few stone axes? Read on, betcha can't wait to find out!



There's a lot of effort gone into Joe and Mac, so it really pains me to say that the game's a bit of a flop. The screen suffers from blurring really badly and there's so much detail packed into each level that it's almost like playing in the dark most of the time. Frustrating sprites and weapons that don't perform, plus dark visuals made me give up early. If you're overloaded with patience though, take a look.

STEVE KEEN

GAMEBOY – £27.99
BY ELITE

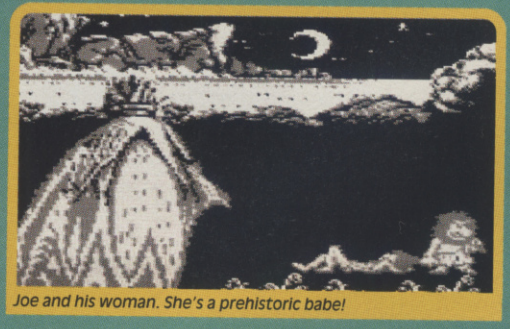


Pretty back drops, but where's the opposition?

Hurrah for Polo mint missiles!

Dead in a dress! How embarrassing.

You take the short guy on the right!


Joe and his woman. She's a prehistoric babe!

THE BIGGER THE BETTER

Some of the smaller touches in the game are quite superb so it's a shame the main game's such a dodo. All the animals are really well animated and loaded with humour. Some of the cavemen try to creep up on you inside bushes and then leap out at the last minute, whilst others pedal onto the screen inside Flintstones type wood and stone machinery, with big grins on their faces. On the first level Joe starts to walk up a big hill only to discover that when he gets down the other side it's actually the back of a massive Tyrananosaurus Rex! Brilliant.

DOWN TO BUSINESS

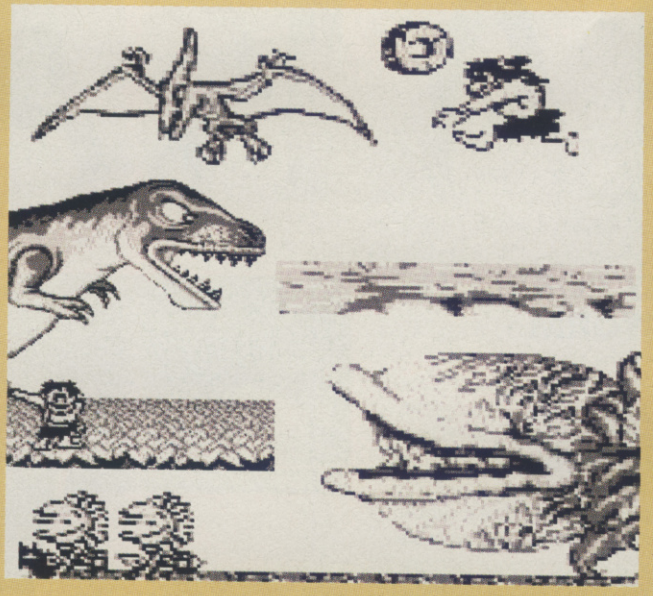
The sprites are incredibly well drawn with a lot of detail. The main characters stand and wave at you if you leave them alone too long, whilst other hostile cave dwellers appear to run up to you, smack you over the head and run away naked and screaming! Other brilliant weirdoes are bomb dropping helicopter cavemen, pterodactyls, seed spitting plants and boulder hurling tribesmen! The best way to fend them off is to creep along the screen and take them one at a time. Most of these prehistoric pests will drop fruit and hamburgers(!) to give you more energy, but sometimes they'll produce fizzing bombs for an extra special surprise!

What I'd give for some weed killer!

This is no time for acrobatics.

ALL CREATURES GREAT AND SMALL

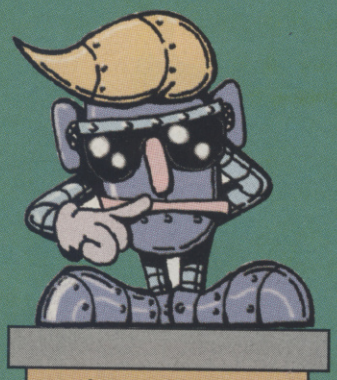
Of course, in a dinosaur game, it would take a brave programmer to leave out end-of-level monsters and thankfully, these boys were far too scared to do that! A wide variety of huge dinos cover most of the screen and certain monsters, such as the massive Little Shop Of Horrors plant and giant pterodactyl not only attack you, but spew out smaller versions of themselves to snap at your heels. Excellent!



He's not delivering an Easter bunny!

Mine's a rack a ribs to GO!

You've got 'em running scared now!



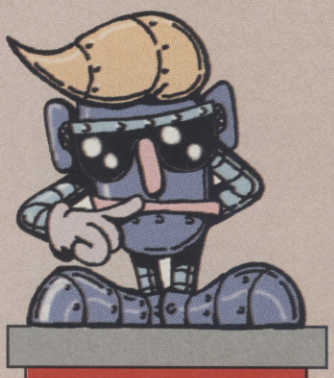
Joe and Mac has an easy feel to it and the gameplay is addictively simple. Unfortunately, the complicated backdrops make play a little difficult at times, as some of the sprites can be quite difficult to make out against the busy backgrounds. The gameplay is excellent though and, as long as you don't mind squinting after a while, you should give it a go.

PAUL RAND

ON WITH THE SHOW

The boys will pick up lots of stone-age type objects along the way and as you progress they'll become more useful. Kick off with the traditional stone axe and gather up boomerangs, wheels, rocks and other fab findings! The guys make the most of everything they collect and can chuck the stuff in almost any direction, including straight up to hit any airborne critters! The dinos come at you at an alarming rate and the temptation to just run for it's overwhelming, but the more you kill, the more bonuses you'll collect and the further you'll get.

REVIEW



Yes, Chakan's hard, but better to be too difficult and take a while to master than too easy and be able to breeze through the game in a day or two, surely! Chakan looks good and has that essential element – challenge. I'd recommend it.

PAUL RAND

Oooh! Very mystical!

Here he is – the lad himself.

I'm leaning on the lamp-post...

Immortality isn't all it's cut out to be. Ask Chakan. A long, long time ago he was a fearless warrior, a legend in his own lifetime. He boasted that he could defeat anyone in battle – even Death himself. Foolish words they were, for Death heard Chakan's rantings and challenged him to a fight to the death, with Chakan receiving the gift of eternal life were he to win. And win he did; Chakan received his prize, but with a nasty twist. He was immortal, yes, but trapped in Hell, with the only means of escape being to destroy the undead beings which dwell there. Life – and death – can be a real pain in the ass sometimes.

CHAKAN

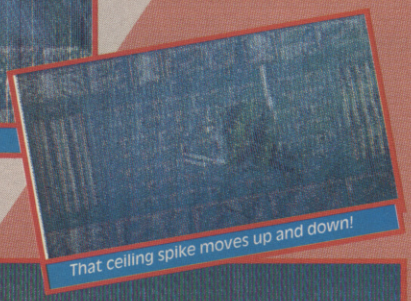
SIX OF THE BEST

Chakan's journey is a long and arduous one, spanning six levels of death, destruction and general mayhem. Chakan starts his quest on the Navigation level, which is little more than a link between the half-dozen main stages, or portals as they are referred to. Don't think though, that once you find a portal and enter, it's going to be plain sailing. Because it isn't. Oh no. There's a wide and varied assortment of evil undead denizens waiting to submit you to all manner of terrors, and because you've only got one life, you can bet your bottom dollar that it's going to be a difficult enough job surviving one of the portals, never mind all six of them!

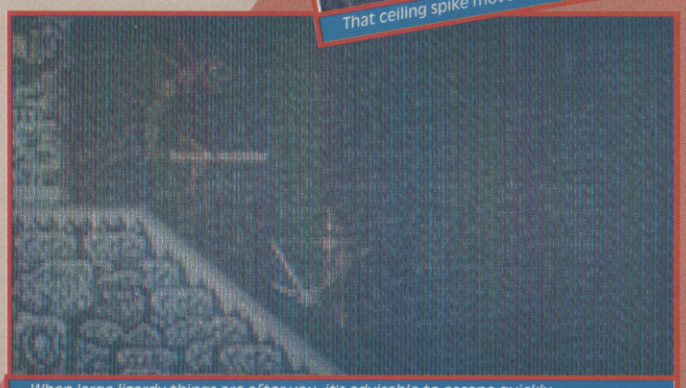
ANY PORTAL IN A STORM

Each of the six portals – Air, Earth, Water, Fire, Ice and Lava – are bloody tricky to complete, and you'll no doubt have a lot of hassle getting even ten feet into each without running into some big horrible baddy that's simply itching to perform unspeakable acts of violence to your personage. You only get one life too, so it's advisable to concentrate on getting to the end of the portal and sorting out the big boss found there. The reason for this is that, once you've killed the guardian, the portal is cleared of all enemies and you can hunt for goodies for as long as you want without the need to constantly look over your shoulder.

Begone, foul, green beast!



That ceiling spike moves up and down!



When large lizardy things are after you, it's advisable to escape quickly.

GAME GEAR- £29.99
BY SEGA

Ha-har! You cannot harm me – 'cos I'm hiding in here. Mummy!

Chakan is transported by Death.

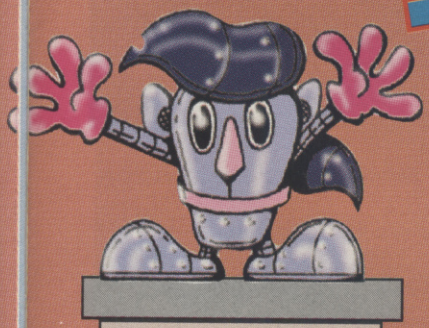
The entrance to portal five.

SUPER SWORDPLAY

He's not crap at dealing out death, this Chakan feller, and being such a star at the old life-destroying game, the lad's got a smart set of swords to hand with which he can hack and slay the countless hordes under Death's influence until the cows come home. Chakan begins his quest with just an ordinary set of double swords, so called because, erm, he's got two of them. He's a bit nifty with 'em too, being able to swing them around in a blur of speed. Further into the battle, though, Chakan can collect Fire Swords which are great against cold creatures but not so tasty against hot ones, and Ice Swords which work the opposite way to their fiery counterparts. There are also the Lightning Swords; these are the best of the lot, as they kick ten shades out of anything with their bolts of pure electricity!

DON'T GET MAD – GET KILLED!

Worried about the kind of nasties you'll meet as you go about your business, are you? If not, you'd better starting cacking your duds right NOW, 'cos this bunch of sadistic stiffs will give you a runaround of gargantuan proportions! Minotaurs, mutated larvae, evil lizards, zombies and gargoyles are all champing at the bit to take you out – and if you get past that lot, there's a rotten great baddy waiting at the end of each stage to REALLY give you gyp!



'It hasn't taken long for Chakan to make the trip from Megadrive to Game Gear, but to be quite honest it hasn't really been worth the wait. Sprites are excellent, although backdrops are a bit dark for my liking, but the real problem lies with the gameplay – it's just too hard and frustrating. A good effort, but could have done with better playtesting.'

STEVE KEEN

AL? CHEMIST!

Hit the Start button during play and you're whisked magically off to the Alchemy screen. Not only can you change the weapon you wish to use from here (that's always supposing you've found the spare swords) and also look at your high score, you can also perform some well-useful magic tricks if you've picked up the correct potions. Want to know what they are? Take a look below!

– Summons Death, who returns you to the Navigation screen.

– Slows down enemies for a short time.

– Kills all enemies on-screen.

- Mystery Alchemy.

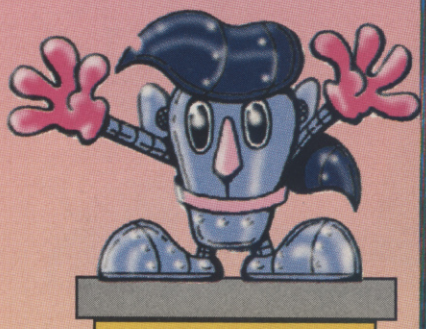
- Shields Chakan from injury.

- Makes Chakan invisible.

- Double damage power to swords.

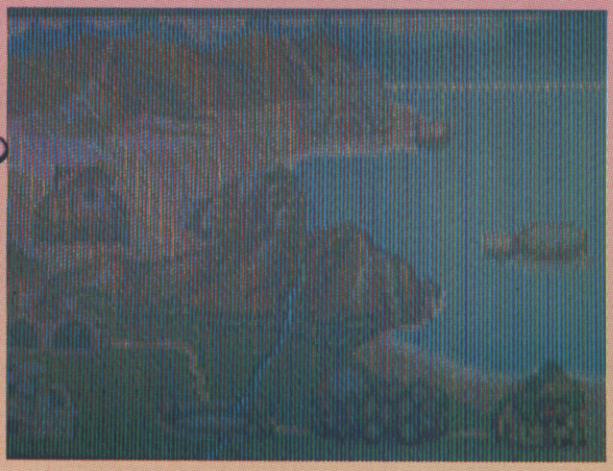
- Restores Chakan's energy.

REVIEW



I don't think Mickey's ever put a foot wrong on the Game Gear, has he? And he's certainly not damaged his rep here. Mickey 2 is not only one of the best looking games on the Gear, it is also one of the most cute, enjoyable and supremely brilliant platformers around. If you don't have this in your collection, get it; if you don't own a Game Gear get, one – It's that good!

STEVE KEEN



THE END IS NIGH

If it's way out end-of-level baddies you're after, you need look no further than Mickey Mouse 2 – Land Of Illusion! Right at the very end of each world, you'll come to a wacky guardian which needs doing over well and good before you can escape that area and continue on your way. Hurl boulders at a creature that looks strikingly similar to Pete's Dragon! Flatten a big ghost while avoiding the flames which appear every time you hit the nasty! Bounce off the top of a pack of playing cards that have come to life – and deal out some serious punishment! These and many more terrors await Mickey during his quest through the Land Of Illusion!

GOOD GOLLY! GREAT GRAPHICS!

Remember the stage in Mickey And Donald In The World Of Illusion on the Megadrive, which contained a piano keyboard that played the notes when you stood on them? The self-same keyboard makes an appearance in Mickey Mouse 2 – Land Of Illusion on Game Gear! There are loads of other little graphical treats stuffed into the cart, such as a yo-yo which Mickey must run back and forth on to wind it up and make it rise up its string, carrying our heroic rodent to a higher level. And Mickey himself hasn't missed out in the animation stakes either; leave him alone and he'll blink tiredly for a while, before tapping his foot and then holding his hand up to his eyes and looking into the distance, trying to see where on earth you've gone!

GAME GEAR- £32.99
BY SEGA

WHAT'S BEHIND THE MAGIC DOOR?

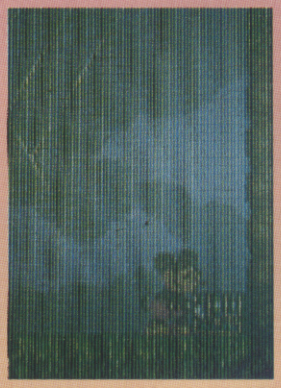
The trick to completing each level is finding the potions at the end of each stage. To begin with, this is an easy enough task; just waltz along the stage, from left to right, and dodge the baddies before finding the phial at the end and picking it up – the cork will pop off and a magic door will appear, allowing you to escape to the next part of the world. Later levels, however, are more cunning – sometimes, the potions are hidden underwater, whilst other levels have you darting in and out of the screens, frantically trying to uncover the exit.

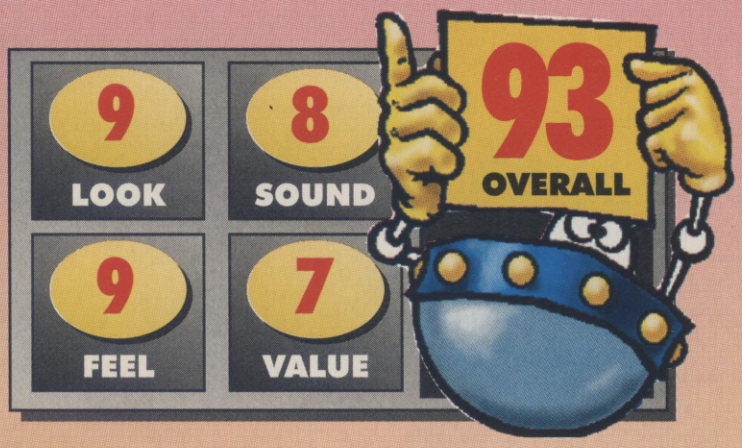
Mickey might have fallen asleep while reading a book of fairy tales, but he's certainly no ducky. He's a mouse and, like all the best animated rodents, he drifts off to a new world, inhabited by an evil ghost. Turns out that this sadistic spectre has nicked the crystal which gave the land its good magic – now, only nastiness abounds. The inhabitants need a saviour; someone to travel the land, sort out the ghost and its henchmen and retrieve the crystal to bring happiness back to the world. And, like a fool, Mickey accepts the challenge. Why can't he just stick to swaying to and fro and playing with his Willie? Steamboat Willie, that is!

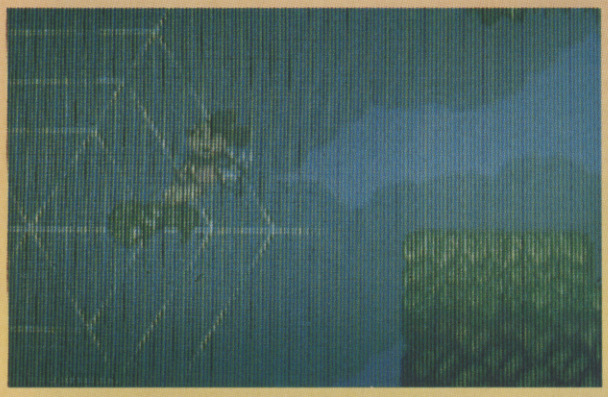
MICKEY MOUSE 2 -L

SQUEAK! SQUEAK! GLUG! GLUG!

It's all very well being a mouse on land, but when you've got to dive underwater, things start to get a little tricky. Timing is of the essence in the watery worlds; mice don't have the biggest lungs in the animal kingdom and you can only hold your breath for a short amount of time before you run out of air and shuffle off to that great cheese emporium in the sky. There are pockets of air positioned strategically throughout the underwater stages, but if you go too far past one with just a small amount of air left, it's odds-on that you'll not make it back before running out of breath.

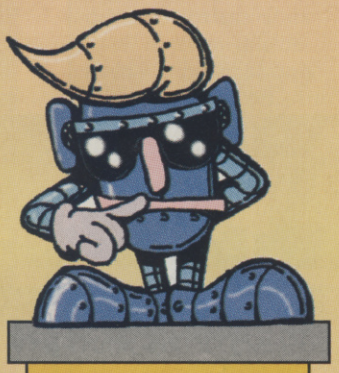


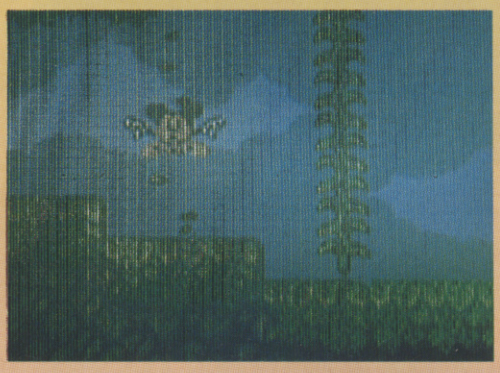


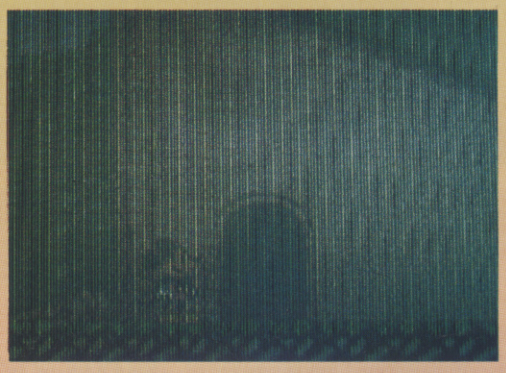


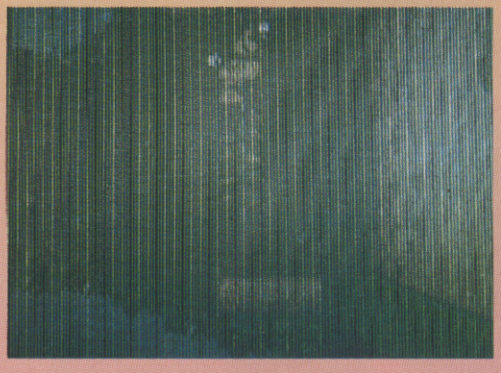
MAUL 'EM, MICKEY!

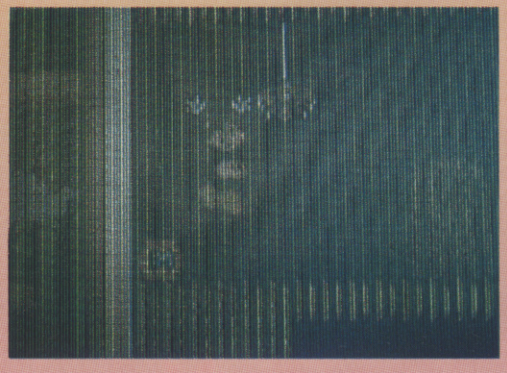
Baddies abound in Mickey Mouse – Land Of Illusion! There's a weird and not-at-all wonderful assortment of nasties to contend with throughout the world, ranging from slithering snakes and wandering worms to buzzing bees, ghastly ghosts and ferocious fish! Most of the land-based meanies can be got rid of by leaping into the air, pressing the jump button while in the sky then landing, bum-first, on top of the creature you wish to crush! Underwater creepies, however, cannot be dealt with in this way and must either be avoided or, if there's an object around, pick it up and hurl it at the baddy. That should get rid of him!











Phew! What a scorcher! Mickey Mouse 2 – Land Of Illusion really shows off the fact that it's a 4Meg cart – graphically it's an absolute gem! Highly detailed sprites and backgrounds with bags of colour strewn all over the shop make you wonder whether it's actually a Game Gear you're playing on! The gameplay's great, too; not overly difficult but sufficiently challenging and very good fun. It's expensive, but Mickey Mouse 2 is a stunner.

PAUL RAND

LAND OF ILLUSION

Rather than equip the entire Earth Defence Core with smart Image Fighters and let us sleep easy at night, our wonderful government has decided to gift the EDC with a fleet of Skoda-like Sad Fighters. Needless to say, when the attack occurred, the sad fighters just dived out of the way and let the entire Gwar Empire through – and now they've gone and taken over the entire Solar System.
Realising its horrific mistake, the government has decided to get you to pilot one of the Image Fighters deep into enemy territory and wipe them out for good – isn't that nice of them? Anyway, your predicament is still as fraught with danger as it ever was. It's you against an entire empire of bad guys and you know that you have to succeed.

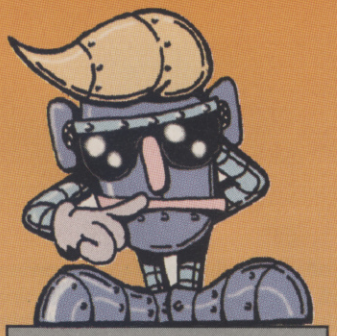


Image Fight had a lot to live up to if it was going up against the might of R-Type. Luckily though, the game comes out with all its faculties intact. Although graphically it's nowhere near the excellence of the aforementioned shooter, the game is just so simple to get into – just fly up the screen and shoot anything that moves. A brilliant, no-frills blaster from the old school.

PAUL RAND

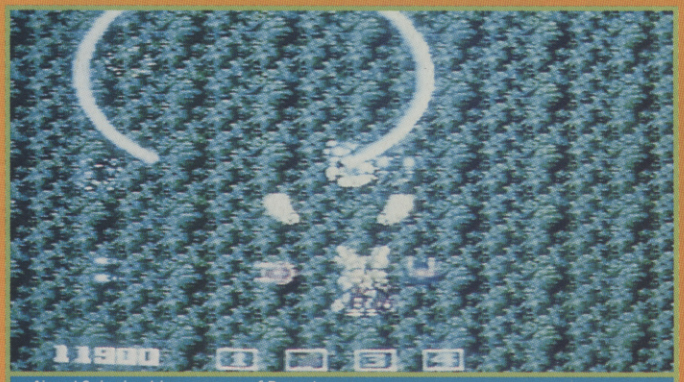
IMAGE FIGHT

PC ENGINE GT - £19.99
BY IREM

Thanks to...ACE Consoles (071 439 1185) for the review car

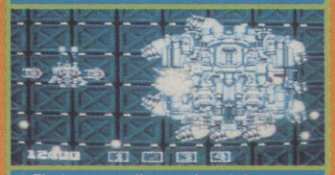
THE OLD MASTERS

Irem should be pretty familiar with the taste of success in the GT world. The brains behind the utterly superb conversion of the classic R-Type, the company also created the hugely successful cutesy blast, Mr Heli. R-Type was first released on the GT in '89 and quickly became the best conversion of the coin-op to date. To this day R-Type is still recognised as not only the greatest shoot 'em up on the GT, but one of the greatest conversions of anything ever! The only slight bummer with it is that the game was released on two separate cartridges, the first (R-Type 1) containing the first four levels and the second (R-Type 2) containing the last four. So, if you wanted the whole game you effectively had to buy two carts! Mr Heli was another released in late '89. The game was a plain and simple cutesy blast with a chubby chopper at the heart of it. Although a far cry from the sheer violence and furious blast action of R-Type, Mr Heli nonetheless went on to sell by the truckload. And now, it's time for Image Fight...



Aieee! Spinning big weapons of Doom!

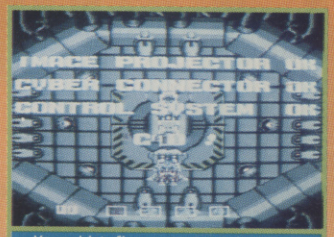
It's all a bit quiet round here...



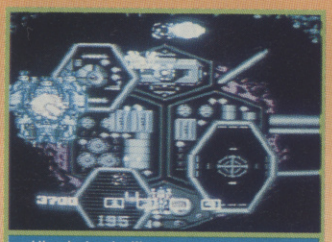
That's one well-armed nasty!

WEAPON WIDGETS OF WONDERMENT

The basic power-up for your ship comes in the form of a rotating gun turret which fires in the opposite direction to which you're flying. Your ship can be equipped with two of these; one will rotate while the other stays in a fixed position. The main power-ups are the 'gun enhancement units' as the manual calls them. These range from rapid shot to whirly bubbles of doom, but make sure you don't pick up a useless power-up as there's no way of swapping it until you die!

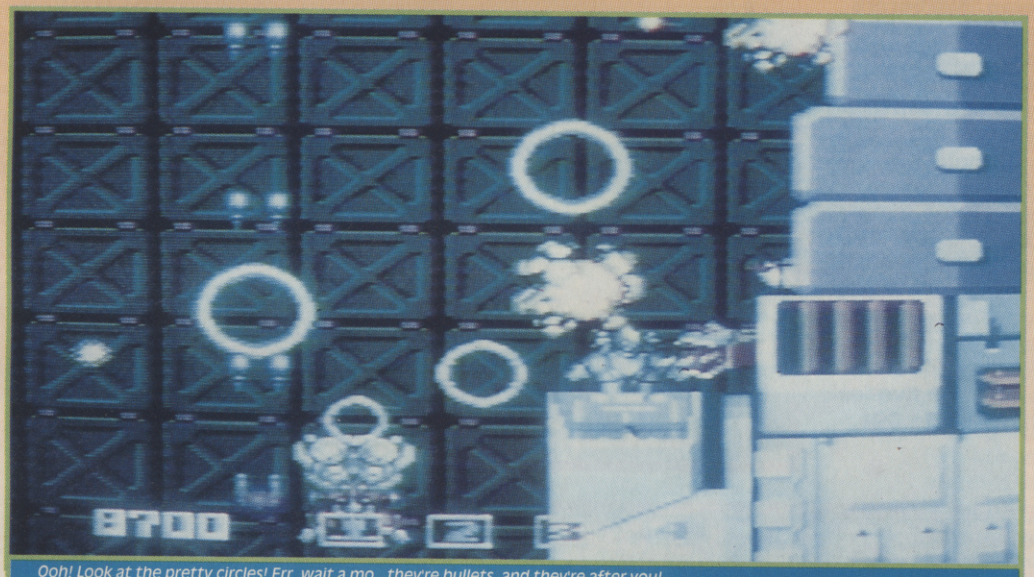


Your ship's fine – can you take it?

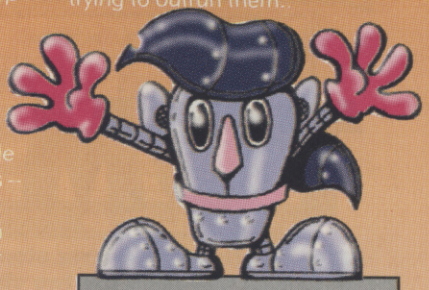

Uh-oh. Looks like you're toast!

WICKED! MEGADOCIOUS!

One complaint of a lot of shoot 'em up players is that when you get a ton of speed-ups your ship can fly around a little over enthusiastically and has a tendency to crash into things. Well, the answer is here. It's a feature which has been used in a few GT shoot 'em ups before – variable speed. Your Image Fighter is capable of flying at five different rates – button one selects the speed you fly at. It may sound like a glorified speed-up option but it's actually vital to your progress. For instance, if you are trying to manoeuvre through a tight space you're better off with a low speed, as it means you're not going to send your craft hurtling into the wall with the slightest tap of the joypad. But if you've got bullets all around you, you're better off trying to outrun them.



Ooh! Look at the pretty circles! Err, wait a mo...they're bullets, and they're after you!



Although it's by no means going to give the mighty Gunhed sleepless nights, Image Fight certainly establishes itself in its own little field – a basic shooty with no knobs on. And believe me, it's nice to get away from the mega plasma laser-enhanced, diamond-edged death weapons and back to plain and simple guns! You can bolt as many features onto a shoot 'em up as you like, but there's no substitute for substance – and Image Fight definitely has plenty of that.

STEVE KEEN

Kill or be killed.

IT'S ALL GETTING A BIT TRICKY NOW

For those of you looking for a challenge in a blaster (and so you should be) Image Fight provides you with four difficulty levels: Recruit class, Leader class, Captain class and CP Staff, Recruit being the easiest and CP Staff the hardest. In Recruit class you get three lives and the enemy craft will be a little more friendly toward you, but crank it up to CP and you'll have just one life and the Gwar Empire will take no prisoners. If this one sounds a little difficult, don't worry; there's three more levels to choose from.

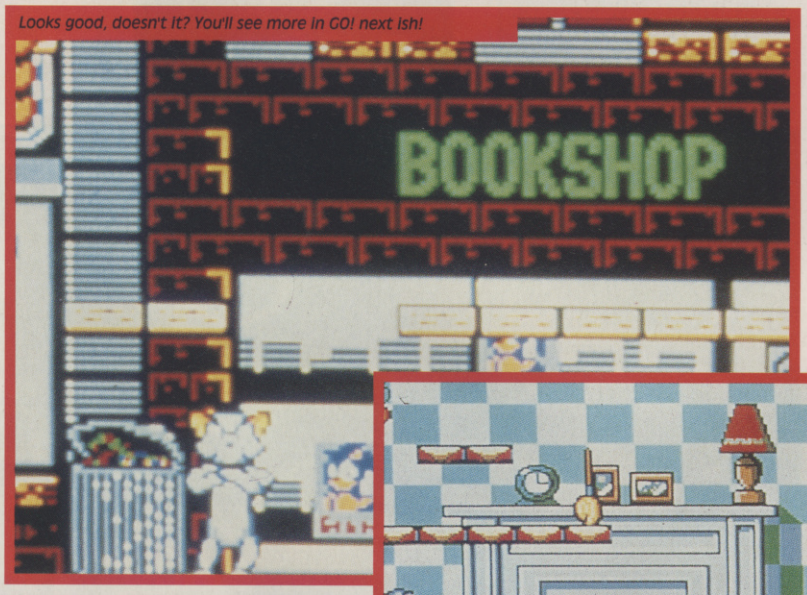
THE END OF THE ROAD?

The Gwar Empire is equipped with some of the hardest ships in the cosmos – just what you wanted to hear, eh? Seeing as there's just five short levels between you and the head of Gwar, the ships guarding the entrances to the next level are a bit beefy. These lads have been given the favourable end of Lord Gwar's bank account with which to kit out their craft. The end-level baddy on stage one features two spiralling rings that stop you getting too close to him; these make it a real git to get anywhere near him, but once you get past he's a goner. The second guardian is a gunship of the highest order, and after that it's on to the real nasties. You think your Image Fighter's hard? Wait 'til you get a load of these boys!

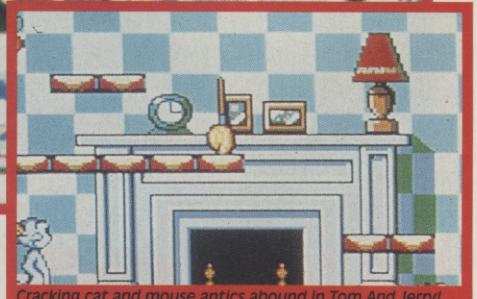
PREVIEWS

TOM AND JERRY

Don't these guys ever stop feuding? Well this time, our two chums have got something to fight about – a stack of gold! Whilst searching through the attic, Tom found an ancient treasure map, but before he could lay his paws on the loot his nemesis, Jerry, swiped the parchment and scarpered! So it looks as though you've got the task of catching the little pest and getting to the stash before the rodent can lay his hands on it. Tom and Jerry looks like being a real hoot. The mouse is nearly always on screen and stays just one jump ahead of the sly old puss. Tom pursues him over platforms and traps whilst dodging all manner of harmful objects. Jerry lays mines for the cat to step on and our Tom gets into all kinds of bother with mental brooms, falling light bulbs, spiked floors and tons of other objects and meanies over the five levels. Definitely one to watch out for in GO! next month.



Looks good, doesn't it? You'll see more in GO! next ish!


Cracking cat and mouse antics abound in Tom And Jerry!

GAME GEAR £24.99 BY SEGA

ALFRED CHICKEN

If you've checked out our news section and found a rather strange pic of a floundering chicken, you'll be wondering what it's all about. Well his name's Alfred and he's the latest cute creation from the bods at Mindscape. Alfred The Chicken will be coming to most computer formats, but rather strangely it seems as though the fowl's exploits will be arriving on the Game Boy before all others. Al's been trapped inside a strange world filled with clockwork monsters and weird contraptions with only his beak to protect him. Collect gems and avoid the tons of infuriating creatures and make it to every level's exit to win. Alfred will be making an eagerly awaited repeat appearance next issue, with a full review.

Some serious pecking wouldn't go amiss!

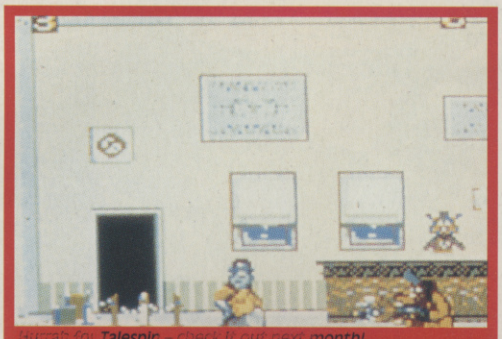
The exit's just in sight, but get those gems first!

GAME BOY £24.99 BY MINDSCAPE

TALESPIN

Game Gear platform scrollers are always being delayed, just on the horizon, but one that's closer to release than most is Tale Spin. Although it wasn't too great on the Megadrive the game should be perfect for the smaller Gear. Choose between two cuddly characters, Baloo the bear and Kit the monkey, and trek across country to enter into an air race and attempt to win the star prize. What I want to know is, if they're going to enter an air race they must have their own plane so why are the fools walking through the jungle regions and swamp-infested countrysides of America? Anyway, Baloo's armed with a paddle and ball whilst his tiny co-star is equipped with a lethal catapult. Fish, snakes and other appropriate animals are the order of the day with some fab-tastically drawn locations and graphics. A hit or a miss? You'll have to wait and see.

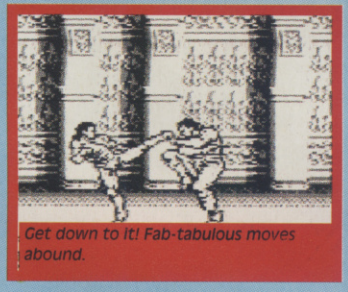
Baloo and pals are coming soon to Gear!



Hurrah for Talespin – check it out next month!

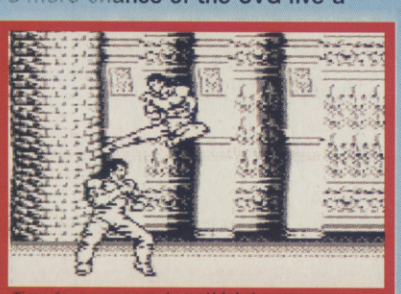
GAME GEAR £24.99 BY SEGA

RAGING FIGHTER



Get down to it! Fab-tabulous moves abound.

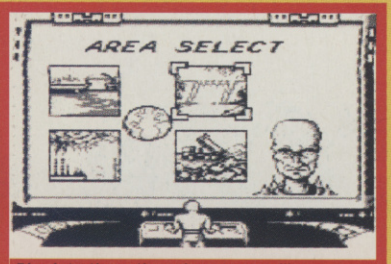
What the flippin' heck is this then? Raging Fighter, that's what, the newest one-on-one beat 'em up from Konami and it's on the Boy! Everyone from here to Bangkok has been harping on about the possibility of SF2 appearing on the Game Boy so those clever boffins at Konami HQ have jumped the gun on everyone else and revealed their own hand-held scrap monster instead. To be honest there's more chance of the CVG five-a-side team winning the next World Cup than us ever seeing SF2 on Game Boy, so this is going to be the next best thing for now. Choose between three warriors, each with his own skills and magic, and battle to the death – yoinks! Raging Fighter looks red hot and will be in the pot next month. Whether the game will feature a link up option is not known, but we'll spill the beans very soon!



Time for an uppercut, methinks!

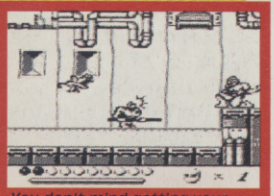
GAME BOY £24.99 BY KONAMI

ZEN

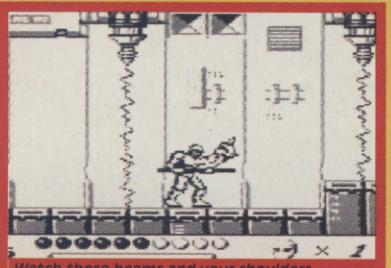


Dive into the action wherever you like.

Busy bods or what! Konami have yet another Game Boy release on the cards and yet another adventure. The mystically titled Zen is keeping a low profile at the moment and not a lot is known about the background or plot. However, GO! can reveal that the cart is a futuristic platform shoot 'em up with you taking the role of a bald-headed mercenary loaded to the ground with all kinds of space-age weaponry. The hairless one has to combat his way through five stages of sci-fi locations and fight off all manner of robotic agents and repulsive reptiles. The guy will come up against a mixture of human, alien and undeterminable opponents and a great deal of techno wizardry on his quest. If you want to know any more about him you'll have to wait for a future issue of GO! to find out!



You don't mind getting your codpiece wet then



Watch those beams and your shoulders.

GAME BOY

£24.99 BY KONAMI

NEXT MONTH!

HAND-HELD GO! VIDEO GAMES

Something *FISHY* is afoot -

and you'll have to wait until the jaunty July issue to find out what it is

You'll be piscine yourselves over the top games we've got lined up for you!

GO! June 15th. Free with CVG.

EVERYTHING ELSE IS SMALL FRY!

MORE TIPS THAN YOU CAN SHAKE A STICK AT!

A veritable cornucopia of Megadrive tip delights are now yours for the asking. Marvel at the MEAN MACHINES Megatech Megadrive Megatips book, on sale at all good newsagents from December 15th, priced £2.95.

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